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ABSTRACT

This document presents the 1997 Mississippi summer library program for children. Highlights include: planning a summer library program; promotion and tips on writing publicity releases; radio spots (samples); press releases (samples); a sample letter to parents; a general bibliography; selected promotional resources; supply sources; recipes. Also included are resources for challenged children; displays and promotions; elementary and preschool programs; and activity sheets. (AEF)

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Fantasy Quest

Summer Library Program 1997

ED 415 855

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MISSISSIPPI LIBRARY COMMISSION

This publication is partially funded under the Library Services and Construction Act administered by the Mississippi Library Commission

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FANTASY QUEST

SUMMER LIBRARY PROGRAM

1997

MISSISSIPPI LIBRARY COMMISSION

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This publication was partially funded by the Library Services and Construction Act administered by the Mississippi Library Commission

Dedicated to the children of Mississippi and PIFORELI, the delightful and silly dragon who lit the fires of enthusiasm and creativity . PIFORELI is the mascot for the Pine Forest Regional Library.

Mississippi Library Commission
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SUMMER LIBRARY PROGRAMS

Summer programs can be structured in a number of ways. Some libraries have very loosely organized activities, with few restrictions, for children of all ages. They may have no minimum reading requirements, reading certificates, reading contracts, or official registration. Achievement certificates may be awarded for just one book or for a very small number of books read.

Other libraries have more structured programs with activities for specific age groups. Children may have reading contracts with the librarian and report to him or her on each book read. Librarians may set a minimum number of books to be read in order to get a certificate and to receive various prizes awarded as incentives.

There are advantages to both approaches. Unstructured programs may be less time consuming for the understaffed library. They may give children a sense of participation, of achievement, and of having had an enjoyable experience at the library. Unstructured programs may also be more appealing to a poor reader or a child needing the break from the structure of the school year. However, the success of an unstructured program may be more difficult to assess using any measure other than attendance.

Structured programs might enable the librarian to focus more on a particular age group, be more involved with each child, and assess the reading habits and reading progress of children who participate. Structured programs should be organized so that they do no not exclude children, for example the poor reader, the non-competitive child, the handicapped child, or the child who will be able to come for only part of the summer.

Both types of programs can be successful. Keep in mind that your program should be flexible enough to include all children who may want to participate. Each child should read at his or her own pace and reading level. While you will want to encourage children to read good books, each child should be free to choose books from a variety of areas.

The preceding paragraphs concentrate on the reading child. In addition, you may be concerned with planning programs for preschoolers who want to join in special activities and who can receive read-to-me records and certificates. If the scope of your summer program is large enough to include this age group, consider working closely with nursery school, Head Start, and day care center staffs. The preschool child is often ripe to become a lifelong book lover, and many rewarding library programs focus on this age level.

INCLUDING EVERYONE

Libraries serving children should bear in mind the responsibility of a public library to include all children in its program. Give some thought to the needs of the handicapped, minority groups, and the reluctant readers when planning. A little encouragement from you, inviting these children to come to a program they can participate in, might make a big difference to them. Work closely with teachers to identify individuals who will benefit from your personal attention.

TIPS FOR INCLUDING CHILDREN WITH DISABILITIES

- Invite children with disabilities to join the fun. Send publicity information and flyers to special education teachers and vision and hearing consultants in the schools.
- Make sure that meeting rooms are easily accessible for all with disabilities.
- Aisles should be at least 36" wide to accommodate wheel chairs. Keep all aisles clear and unobstructed.
- Offer sign interpreters at activities scheduled for the Summer Library Program. Local and state agencies will assist you in locating interpreters.
- In your publicity, you may ask that people requiring interpreters or auxiliary aids in order to participate, notify the library at least 72 hours prior to an activity or when they register for the Summer Library Program. This will allow you to plan your programs more effectively.
- Prepare your publicity and schedules in a large print format as well as regular print. Photocopiers will enlarge the print. This may require additional preparation time so plan ahead.
- Print your flyers and schedules in dark ink on white or cream-colored paper using plain type face. Do not use florescent papers as these may be difficult for people with a visual handicap to read.
- Ask the child or his parents how to adapt the program so that the child may participate. They have experience in adapting materials to meet their needs.
- Allow children with hearing impairments or vision disabilities to sit at the front so they can enjoy the program. Describe objects that are used during a program or allow children with vision disabilities to touch the objects.
- If you are doing craft projects, keep them simple. If possible, create teams to work on the projects and the children can help each other.
- Provide incentives that the children will appreciate. Prizes that are tactile in nature will be especially appropriate.
- Be sure to alert your staff regarding the services and accommodations that you are incorporating into your program.
- Local rehabilitation agencies and Talking Books and Braille Services may be able to assist you in developing ideas for programs.

PLANNING A SUMMER LIBRARY PROGRAM

Just as a King has a battle plan to protect the castle, so should you not plan a "Fantasy Quest" program without assessing your needs in advance. Use these checklists as you plan your summer programs.

Scheduling:

- Decide on the day of the week when programs will be presented and program length. Consider what day school ends and other events in town that may conflict with library programming.
- Decide when registration for the program will begin and end.
- Find out the print deadlines for local school newspapers, community newspapers, church bulletins, and other newsletters.
- Determine when you will visit schools and make necessary arrangements.
- Determine when you will put up posters in the schools and community.
- Determine which days you will have special activities: performers, films and so on. Book them early, cooperating with other libraries in your system as necessary.

Resources and Supplies:

Performers: Make arrangements early for storytellers, puppeteers, or other performing artists you would like to have at the library. Schedule in cooperation with other libraries in your system for efficiency and lower costs.

Space: Make arrangements for rooms, parking lots, parks, and other facilities which need to be reserved.

Staff: Make sure staff vacations do not conflict with the programs. Determine any additional staff needs.

Volunteers: Arrange for volunteers as needed. Contact parents and care givers of potential participants for assistance.

Collection: Assess the needs for additional book, video, and audio resources to accommodate increased demands on the collection. Order materials as needed.

Supplies: List all supplies that you will need, including art and craft materials, food, paper plates, cups and so on.

Promotional Materials: After you've ordered basic promotional materials like posters and reading records, assess what additional materials will be needed for the program. Make arrangements for publicity in the library's newsletters, flyers and local community newspapers.

Budget: What will the summer library program cost to produce? How much is budgeted for it? What other resources in the community can you call on to provide additional support for the program: volunteers, local business, endowment funds, clubs, and others?

Budget:

For each program, assess the costs that will be incurred. Take into consideration the items listed below. Identify expenses that will be or could be donated. Then assess the costs for the entire summer.

- Performer's fees
- Rental of video cassettes with public performance rights
- Supplies: Art and craft items, refreshments, paper products and other take home treats
- Copyright fees
- Publicity
- Additional staff
- Overhead costs: Space rental for park usage, if necessary.
- Insurance
- Miscellaneous

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Promotion

This phase of the Summer Library Program is as important as planning the programs. Publicizing the program may come form the system headquarters or it may be solely your responsibility. However, remember that no one can come to the programs if they do not know about them.

Word-of-Mouth

This is still the best form of publicity in your local community. Brief your staff and volunteers about the program. They are part of the team and their support is crucial to the program. Ask staff to tell patrons about the program as they assist patrons. Patrons will appreciate the fact that you took the time to let them know what is happening at the library.

Press Releases

Sample news releases and public service announcements are included. Adapt these samples to suit your needs. Contact newspapers, television stations, and radio stations to secure the name of a contact person. Find out if a specific format is required and determine the best times to submit your announcements.

Tips on Writing Publicity Releases

Type and double space all articles. Indent the first word of each paragraph or use a block format. Press releases should have one-inch side margins and a generous top margin. They must be easy to read.

Try to limit news releases to one page.

Write short, concise paragraphs. Do not continue a paragraph from one page onto the next page. Always start a paragraph on the next page.

Include all the essential information in the first paragraph: who, what, when, where, why, and how. Try to get the most important facts in the beginning of the news release, since news editors tend to cut from the end. Be accurate. Develop and maintain a reputation for reliability and credibility with the media.

Do not assume the person reading or hearing the message knows anything about the library such as location, hours, and phone number.

Keep it simple. Avoid flowery language and do not express opinions. The release is a fact sheet and not an editorial.

Include the name and address of your library and the name and phone number of the contact person at the beginning of the press release.

Do not include a release date or the wording "For immediate Release". Editors assume a release is ready to use when they receive it.

Include a short headline that provides essential information.

If you are including pictures, add "with pictures" on your release sheet under the library information.

Send an original copy of the press releases to all the local newspapers.

If you have a flyer describing the program, attach it to the press release.

Posters and Flyers

Distribute posters to churches, scout headquarters, grocery stores, pet shops, restaurants, doctor's offices, and any other location where children and their parents/care givers will see them. If the large poster is to big for some locations, use the clip art to create a smaller version. The computer programs available in your library or library system make it easy to personalize the poster with information concerning your library and programs.

Simple flyers can be created using the clip art and borders included in the manual. Just add your schedule of events and library information. Distribute flyers to the schools, service clubs, and be sure to leave a supply at the circulation desk.

SAMPLE RADIO SPOT - 1

DATE: (Date sent out)

PUBLIC SERVICE ANNOUNCEMENT: Regarding the Summer Library Program

DATE THE PROGRAM STARTS: (Your library's date)

AIR DATES: (When you want them to start and stop making the announcement)

FOR MORE INFORMATION: (Your name and telephone number)

TIME: 20 seconds

HEAR YE! HEAR YE! A ROYAL SUMMONS HAS BEEN ISSUED TO ALL DARING KNIGHTS AND FAIR MAIDENS TO STEP INTO THE KINGDOM OF READ FOR AN ENCHANTING SUMMER ADVENTURE DURING "FANTASY QUEST" AT THE _____ _____ LIBRARY BEGINNING _____ (date).

SAMPLE RADIO SPOT - 2

DATE: (Date sent out)

PUBLIC SERVICE ANNOUNCEMENT: Regarding the Summer Library Program

DATE THE PROGRAM STARTS: (Your Library's date)

AIR DATES: (When you want them to start and stop making the announcement)

FOR MORE INFORMATION: (Your name and telephone number)

TIME: 20 seconds

DISCOVER THE WORLD OF DRAGONS, PRINCESSES AND KNIGHTS IN SHINING ARMOR DURING "FANTASY QUEST". THE 1997 SUMMER LIBRARY PROGRAM SPONSORED BY THE _____ LIBRARY AND THE MISSISSIPPI LIBRARY COMMISSION. BRING YOUR LIBRARY CARD AND JOIN THIS CHALLENGING QUEST!

SAMPLE RADIO SPOT - 3

DATE: (Date sent out)

PUBLIC SERVICE ANNOUNCEMENT: Regarding the Summer Library Program

DATE THE PROGRAM STARTS: (Your library's date)

AIR DATES: (When you want them to start and stop making the announcement)

FOR MORE INFORMATION: (Your name and telephone number)

TIME: 30 seconds

JOURNEY THROUGH THE ENCHANTED FOREST AND STEP ACROSS THE DRAWBRIDGE INTO THE KINGDOM OF READ. CASTLES, KNIGHTS, FAIR MAIDENS AND DRAGONS AWAIT YOU. YOUR LIBRARY CARD IS THE KEY TO UNLOCK THIS MAGICAL SUMMER OF FUN, IMAGINATION, AND SURPRISES. "FANTASY QUEST" BEGINS ON _____ AT THE _____LIBRARY. JOIN YOUR FRIENDS AND UNDERTAKE THIS DARING QUEST.

SAMPLE PRESS RELEASE

From: (Library's Name)
Re: 1997 Summer Library Program

For further information, please contact:
(Your name and telephone number)

"Fantasy Quest" is the theme of Mississippi's 1997 Summer Library Program co-sponsored by the _____ Library and the Mississippi Library Commission. Children across the state are invited to step across the drawbridge into the Kingdom of Read. Bold adventures and enchanting activities await all daring knights and fair maidens at the _____ Library.

Research shows that children who read consistently during the summer months show greater gains in reading and vocabulary development when they return to school in the fall. The Summer Library Program at the _____ Library is designed to attract children to the library and promote the idea that reading is fun!

Free programs and activities will begin on _____ (date) and continue through _____ (date). Each child will receive a bookmark, reading log, trading cards, and other special items. Those children who complete the program will receive a special certificate and medallion.

The programs to be offered at _____ Library include the following:

(List program titles and dates with times)

The Mississippi Summer Library Program is partially funded through the Library Services and Construction Act administered by the Mississippi Library Commission.

SAMPLE LETTER TO PARENTS

(PRINT ON LIBRARY'S LETTERHEAD)

Dear Parents:

To encourage your child to read this summer, the _____ Library and the Mississippi Library Commission are sponsoring a statewide reading program. This year's theme will be "Fantasy Quest". The program will involve books and activities that invite the child to explore the challenges and enchantment of the medieval world. The _____ Library invites you and your child to participate in the program. "Fantasy Quest will begin _____ (date) and end _____ (date). The programs are free and open to children between the ages of ___ and _____.

Encourage your child to participate in the summer library program. By doing so, you are helping your child retain hard-earned reading skills and start a life-long adventure with reading.

The staff at _____ Library invites your children to come and sign-up for the quest. To join our program, please call or visit the library for a complete schedule of activities.

Sincerely,

Your Name
Title

SAMPLE LETTER TO PARENTS OF PRESCHOOLERS

(PRINT ON LIBRARY'S LETTERHEAD)

(Date)

Dear Parent:

I am extending a special invitation to you to register your children in the Summer Library Program at the _____ Library. Your child does not have to be able to read to be part of the fun and excitement happening this summer during "Fantasy Quest". One phase of our program is designed especially for this read-to-me age group. Parents, grandparents, older brothers and sisters, baby sitters, and other care givers can share the fun of reading with the children.

By reading to your child, you are encouraging them to develop a lifelong love of books and reading. Introducing your preschool child to books and reading will have a positive effect on the level of reading readiness when your child enters school. Special programs that are planned for this age group are detailed in the attached "Fantasy Quest" flyer.

It is easy to join and the program is free. Reading to your child and sharing the magic of books is the only commitment involved with the program. Each child will receive a reading record to record the books that have been read to him/her, small prizes, and certificates.

Please visit the library or call _____ (library phone number) for additional information.

Sincerely.

(Your name)
(Title)

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SELECTED PROMOTIONAL RESOURCES

ALA Graphics American Library Association 50 E. Huron St. Chicago, IL 60611 1-800-545-2433	p. 24	King Arthur T-shirt King Arthur Coloring Book
DEMCO Box 7488 Madison, WI 53707-7488 1-800-356-1200	p. 566-568 p. 569 p. 570 p. 571 p. 573 p. 746 p. 752	Stickers, Posters, Bags Activity Books Games 3-dimensional Castle Castle & Dragon Stamps Dragon Windsock Dragon & Castle Wood Puzzles
DEMCO'S Past Ports Box 7488 Madison, WI 53707-7488 1-800-356-1200	Spring 1996 p. 2- 9	Books, Time Charts, Games, Posters Bookmarks, Cut & Assemble Displays
Really Good Stuff The Cinema Center Botsford, CT 06404-0386 1-800-366-1920	p. 44	Mobile, buttons, stickers
Rivershore Reading Store 2005 32nd St. Rock Island, IL 61201 1-309-788-7717	p. 10 p. 11	Rubber Stamp Set - Fairy Tales Reading Wizard Buttons Bookmarks - Illuminated Calligraphy
Wonderstorms 15355 Neo Parkway Cleveland, OH 44128-3147 1-800-321-1147	p. 10 p. 27 p. 33	Fantasy Poster Dragon's Gate Poster Reading Takes You Places w/ knight and dragon materials
Upstart W5527 Highway 106 P.O. Box 800 Fort Atkinson, WI 53538-0800 1-800-448-4887	p. 7 p. 27 p. 65	Gold Reader's Seals St. George & the Dragon poster Dragon Book Bags

SUPPLY SOURCES

Dover Publications, Inc. 31 East 2nd Street Mineola, NY 11501-3582 1-212-255-3755	p. 19	Cut & Assemble Medieval Castle
	p. 20	Cut & Make A Knight in Armor
	p. 24	Easy-To-Make Playtime Castle
	p. 25	Hidden Treasure Maze Book
	p. 31	Mythical Beasts Coloring Book
	p. 32	Mythical Beasts Stained Glass Book
	p. 34	Castles of the World Coloring Book Life in a Medieval Castle Coloring Book Knights & Armor Coloring Book
	p. 38	Enchanted Forest Sticker Picture Medieval Tournament Sticker Picture (Both with reusable stickers)
	p. 49	Medieval Costume Paper Dolls Knights in Armor Paper Dolls
Oriental Trading Company, Inc. P.O. Box 2308 Omaha, NE 68103-2308 1-800-228-0475	p. 46	Archery Play Sets Plastic Swords
	p. 49	Glitter Wands Gold Sequin Scepters
	p. 50	Assorted crowns and tiaras
Oriental Merchandise Company, Inc. 2636 Edenborn Ave. Metairie, LA 70002 1-800-535-7335	p. 1	Jester Teddy Bear
	p. 15	Troll Pencils
	p. 26	Glitter Wands
	p. 31	Plastic Kaleidoscope
	p. 35	Swords
	p. 39	Assorted Crowns
	p. 40	Maze Key Chains
	p. 44	Metal Rings
	p. 53	Magic Slates
	p. 59	Gold Champagne Glasses (Golden Grail)
	p. 106	Jester Heads
	p. 117	38" Jointed Jester

Stick 'Em Up!

Make your own stickers...

©1987 Copycat Press, Inc.

Kids love stickers and now they can make their very own! This quick and easy recipe makes enough for 20 - 25 kids. Ask the kids to create their own special designs, brush on the magic liquid, and wait until dry -- STICKERS!

Materials Needed:

Measuring Cup
Small Sauce pan
Spoon
Hot plate or access to stove
Small paint brush
Waxed paper
Small pictures to use for stickers

Ingredients:

4 envelopes unflavored gelatin
2 cups water
1 teaspoon peppermint extract (optional)

Directions:

1 Mix water with unflavored gelatin and peppermint extract in a small sauce pan.
2 Heat mixture over medium heat until gelatin is dissolved, stirring occasionally. Cool.
3 Use a paint brush to lightly cover the back of a page of stickers with a thin layer of liquid. Be careful not to get liquid on colored side of stickers.
4 Let dry 1 to 2 hours. Cut out sticker shapes.

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Bread - Dough Ornament

Ingredients:
1 c. flour
1/3 c. water
½ c. salt

Preparation:
Slowly add water to flour and salt. Mix and knead with your hands. Roll out dough. Cut or shape with your hands. Bake at 225 degrees for 20 minutes on each side. Cool then paint and glaze. Don't forget to make a hole for the string before baking.

Clay Ornaments

Ingredients:
4 c. all-purpose flour
1 c. salt
1 ½ c. cold water
Cookie cutters
Ribbons for hangers

Preparation:
Mix flour and salt together. Slowly add water while stirring with a fork until soft dough forms. Turn out on a lightly floured surface and knead until smooth, adding a small amount of water or flour, if needed. Roll dought on a floured surface to 1/4 inch thickness. Cut with cookie cutters. Place ornaments 1 inch apart on an ungreased baking sheet. Punch "hanging holes" with a drinking straw. Bake in a preheated 300 degree oven for 30 to 45 minutes. Baking time will vary with size of ornaments. When completely cool, you may paint ornaments with Tempra paints or leave natural. Coat with shellac. Note: Dough will keep indefinitely if stored in an airtight container in the refrigerator.

Cookie Dough Ornaments

Ingredients:
1 c. salt
2 c. flour
1 c. water

Preparation:
Mix together salt and flour and add water a little at a time. Knead dough 7 to 10 minutes until dough is smooth and elastic. Roll dough 1/4 inch thick and use cookie cutters to cut. Put hole for hanging in the top of the shape. To attach small buttons, smooth on a little water and add buttons. Bake at 325 degrees until light brown (about ½ hour). When completely cool, color with bright magic markers. Using spray varnish, coat all of the ornaments on both sides.

Peanut Butter Playdough - Edible

Ingredients:
18 oz. peanut butter
6 Tbsp. honey
Nonfat dry milk

Preparation:
Mix ingredients with enough nonfat dry milk to form into a workable dough. Can be decorated with raisins and then eaten!

Face Paint

Ingredients:
1 tsp. cornstarch
½ tsp. water
½ tsp. cold cream
2 drops food coloring of your choice

Preparation:
Mix all ingredients in small plastic mixing bowl. Make sure it is well mixed.

Macaroni Jewelry

Ingredients:
Large macaroni
Food coloring
Yarn

Preparation:
Dip large macaroni into food colors for a few seconds. Lay macaroni on paper towels to dry. Cut yarn long enough for necklace or bracelet. Wrap end of yarn with tape. String macaroni. Tie the yarn ends together.

Homemade Playdough

Ingredients:
2 c. flour
1 c. salt
1/4 c. salad oil
3/4 - 1 c. water
Few drops of food coloring

Preparation:
Mix flour, salt, and oil. Add food coloring to the water. Add water to the flour mixture. Knead until it no longer sticks to your hands. The playdough may be stored in tightly sealed plastic bags or airtight cans. If dough dries out and gets too hard, add more water. If dough gets too oily, add flour a little at a time.

Royal Icing

Ingredients:
6 Tbsp. water
3 Tbsp. meringue powder
4 c. confectioners sugar, sifted

Preparation:
Measure meringue powder and water into a bowl, and beat at high speed with an electric mixer for 30 seconds. Add sifted confectioners sugar. Mix at low speed for 1 minute, and at high speed for 7 to 8 minutes until icing is stiff, but not dry. If you draw a knife or spatula through it, the path should be clear and hold its shape. To color the icing, use paste or powder color.

Basic Butterless Buttercream

Ingredients:
6 c. confectioners sugar, sifted
1 1/3 c. solid shortening
2 Tbsp. water
2 Tbsp. clear vanilla
Pinch of salt

Preparation:
In a large bowl, blend all the ingredients with an electric mixer for 3-5 minutes. Pause to scrape the icing from the side of the bowl, then mix for an additional minute. Refrigerate for 10 minutes before using. This Butterless Buttercream will keep for up to six months out of the refrigerator if stored in an airtight container. If icing is stored in the refrigerator, always re-beat it or let it sit out for 30 minutes before using.

T-SHIRT ART

Items Needed:

1. Dritz Crayola Fabric Crayons
   Ask for them in the fabric or craft department at Wal-mart. An 8 color package costs about $2.00. 1 package will be required for every 3-4 children. The crayons can be used several times before the pieces become to small to handle.

2. T-Shirt
   Synthetic or poly/cotton blends work best. The shirt should be white or a pastel color.

3. Pre-drawn designs or coloring book pages
   Coloring pages from the Summer Library Program Manual can help to keep the project focused on the theme.

4. Plain white paper
   For those who draw their own design.

5. Copies of the instructions to take home
   This is always a good idea in Mississippi in the summertime. A sudden electrical storm can knock out the electricity for a few minutes or a few hours and there you are .... instant program disaster!

6. Irons, old bath towels for padding, and several adults or teenagers to man the ironing stations if you decide to finish the project on site.

7. Old newspapers
   Put a layer of newspapers between the front and the back of the T-shirt before you iron on the transfer. It helps to prevent the colors from bleeding through the shirt.

(Yes, this project can work and it works very well. Just make sure you do a little planning ahead. I have done this project with 40 - 50 children at one time.)

Contributed by Linda Tufaro, Pearl River County Library System

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MISSISSIPPI LIBRARY COMMISSION

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TBBS has a special bibliography *Science Fiction and Fantasy* available for librarians and patrons in large-print, disc, and braille formats. Science fiction and fantasy do not seem to have much in common. Fantasy draws on folktales, and mythology and often does not have a base in scientific reality. It deals with dragons, witches, wizards, quests, castles, and kings. Science fiction and fantasy, however, overlap in many areas. The mythological settings for fantasy are frequently alternate universes or familiar places reached through time travel and are inhabited by strange life-forms.

Some authors make a conscious effort to combine science and fantasy. Anne McCaffrey studied physics in order to give a solid scientific background to her Dragonriders of Pern series. J.R.R. Tolkien's work in philology and Anglo-Saxon literature at Oxford University formed the basis for his Lord of the Ring series. Others, such as Roger Zelazny, Piers Anthony, and Andre Norton, rely heavily on mythological elements but set them in rational framework. Even a fantastical world can have its own internal logic and science.

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The Lion, the Witch, and the Wardrobe
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Sanderson, Ruth. The Enchanted Wood: An Original Folktale. Little, 1991. (2 - 5)
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NOTES

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VIDEO RESOURCES

The following video titles are applicable to the themes presented in "Fantasy Quest", the 1997 Summer Library Program. They are available through inter-library loan from the Mississippi Library Commission.

Title	Call Number
Castle	V1566
The Castle of Yew	V151
Cicero, The Queen's Drum Horse	V 348
Cinderella	V737, V227
The Dancing Princesses	V1128
Emperor's New Clothes	V1130
The Frog Prince	V876, V223
The Golden Goose	V224
Goldilocks and the Three Bears	V741
Hansel & Gretel	V1564, V736
Jack & the Beanstalk	V1126
The Little Mermaid	V1123
The Little Prince	V1141
My Father's Dragon	V314
The Nightingale	V314, V1131
Prague Castle	V820
The Princess and the Pea	V215, V735
The Princess Who Had Never Laughed	V1118
Puff the Magic Dragon	V784
Puss In Boots	V218, V734
Rapunzel	V219, V1125
Rumplestiltskin	V753, V2546
The Selfish Giant	V889
Sleeping Beauty	V755
The Snow Queen	V1119
Snow White and the Seven Dwarfs	V752
Tale of the Frog Prince	V757

DISPLAY AND PROMOTION IDEAS

"Fantasy Quest" celebrates the return to the pageantry of the medieval world. The possibilities for promoting the 1997 Summer Library Program are many and varied. They may be adapted to fit the space requirements of every library in the state. The ideas presented in this section should serve as a starting point for creative and successful promotion of the fun and excitement generated by "Fantasy Quest".

- Turn your library into the Great Hall of the Castle. Create banners from felt, wood dowels, and decorative cording. Enlarge some of the designs in the Clip Art section or create your own. Hang the banners throughout the library or from the ceiling. If space permits, cover a chair with fabric or suspend fabric lengths from the ceiling to create a throne. This is a perfect place for pictures to be taken.

- Cut a castle from refrigerator cartons. This creation may be the one-dimensional front of a castle that frames the door to the meeting area, or it may be a three-dimensional entrance to the children's area. After the box or boxes have been cut in the desired design, cover them with brown paper and create the illusion of stones with a marker or purchase contact paper that has a stone pattern. Cardboard tubes from the carpet store make wonderful turrets. Cut pennants from bright colored felt or fabric and fasten them to wood dowels. Mount the pennants at the top of the turrets.

- Create a moat around the children's area using blue drop cloths or a tarp that has been cut and taped to the floor. A large section of cardboard may be decorated as a drawbridge and taped to the floor. Chains for the drawbridge may be created from strips of poster board just like a paper chain. The ends of the chain may be fastened to the ends of shelving sections.

- Mount knight's shields on the ends of the stacks. The shields may be created from poster board and construction paper. Check the heraldry books for ideas for designing the shields. If possible, have the children design shields that reflect their interests or family names, and use these to decorate the library.

- Enlarge the dragon in the Clip Art section and trace the pattern on to a refrigerator carton to create a large free-standing dragon. Cut a hole where the face should be leaving the area open. Decorate the dragon. Use the remaining parts of the carton to cut a stand. Mount the stand on the back of the dragon using packing tape. The child may now stand behind the dragon and stick his/her head through the hole. This is another great opportunity for parents to take pictures of their children participating in the fun.

- Contact a local merchant and ask to borrow a life-size mannequin. Dress the mannequin in a long black robe (a choir robe would be excellent). Cut stars and moon shapes from gold foil wrapping paper. Pin these to the robe. Cut a cone-shaped hat from black poster board and decorate with stars and moons. Create a long flowing beard by gluing poly-fil on to a poster board form that will attach over the ears of the mannequin. The arms of the mannequin may be positioned to hold a sign announcing the Summer Library Program or an upcoming special event during the program.

- A small antique trunk could be used for an excellent "Treasure Chest". If a trunk is not available, cover a cardboard box to look like a treasure chest. Cut "jewels" and gold coins from construction paper or foil wrapping paper. Mount them on cardboard and laminate them. Scatter these among the fantasy books that fill the trunk.

- Use large cardboard tubes from carpeting to create trees in the Enchanted Forest. Green paper twist may be used to cut the leaves. Drape the leaves with Spanish Moss to create an eerie quality in the forest. Spanish Moss may be purchased at a craft store. Create a Gingerbread Cottage from a refrigerator or range carton that has been covered with brown paper or spray painted brown. Use poster board or construction paper to create the candy decorations.

- Use green tape to recreate a maze from the castle garden on the floor in the children's area. If space permits, create the maze from cardboard boxes that have been spray painted green and placed in a maze pattern. If cardboard boxes are used, the maze may be changed frequently to challenge the children.

- Suspend a large dragon kite from the ceiling. Depending upon the length, the kite may wind over a large portion of the library.

- As the dragons of summer 1997 move around in the library, they leave very large footprints. Create green footprints, laminate them, and tape them to the floor in a random pattern throughout the library. For a three-dimensional effect, use paper bags from the grocery store. Crumple newspaper and fill the bag. Slip a second paper bag over the bag filled with paper and glue them together. From another bag, cut toes and glue them on the edge of the bag. Spray paint the dragon footprints with a light coat of green paint. Make several dragon footprints to leave at strategic spots in the library. (Note: The dragon footprints may also be used as part of a dragon costume by cutting a hole in the top of the bag so you can put your foot into the bag.)

- Create a 3-dimensional dragon to guard the children's area. Cut out one end of a rectangular shaped cardboard box to resemble a mouth. Cut a tail and scales from the scrap cardboard and fold up the bottom edge of the scales and the straight end of the tail. Cut a long slit in the top of each box and insert the scales. Tape the scales along the fold on the inside of the box. Cut a slit on the end of one box, insert the tail and secure it with tape. Now paint all

five cardboard boxes green. From cardboard, cut eyes, nose, and teeth. Paint the teeth white. Decorate the eyes and nose appropriately. When these pieces have dried, attach them to the head. Use clear packing tape. Attach the eyes at the end of the "head" box. Fasten the nose on the other end. Now attach the teeth in rows along the upper and lower edge of the mouth. Cut a small hole in the end of the "head" and "tail" boxes. Cut a small hole in each end of the three remaining boxes. Insert a thin rope through the holes and knot each section or one long piece of rope may be used and knotted at the head and tail.

- Paint a mural on a sheet. This may be a scene from the Enchanted Forest, a Castle scene, a wizard, or a dragon. Name tags may be pinned to the sheet recording the number of participants in the Summer Library Program or number of books read. For example, the name tags could be stars that are pinned on to the sheet around the wizard's magic wand or scales that are added to the dragon.

- Create stained glass windows. Locate designs in resources on stained glass windows, adapt them to fit your situation, and paint the designs. If possible, allow the children to make the stained glass window craft found in the Crafts section of the manual. Display these creations on the windows of your library for a giant stained glass window.

- Use a display case to house a collection of magical items that are integral parts of fantasy books in your collections. Items that could be included and the books represented are:

red pebble	Sylvester and the Magic Pebble
umbrella	Mary Poppins
red shoes	The Wizard of Oz
mop	Miss Osborne-the-Mop
bottle of magic potion	James and the Giant Peach
star	The Man Who Lit the Stars
doll house bed	Bedknobs and Broomsticks
chocolate bar	Charlie and the Chocolate Factory
rabbit	Bunnicula
mittens	The Winter Mittens
toy soldier	Return of the Twelves

Simply place a selection of the items in the display case with a number printed on a card beside them. The numbers beside the items should correspond with the numbers on a "Fantasy Quest" entry blank that has been developed. As the children read during the summer, they may enter the titles of the books on the entry blank next to the correct number. Award simple prizes for those children who correctly guess all of the titles.

- Enlarge some of the items such as a dragon, castle, knight, and royalty that are located in the clip art section. Color and laminate them. Use wood dowels and fishing line to create mobiles that will hang from the ceiling over the children's area.

- Enlarge the dragon reading a book from the Clip Art section. Use this as a pattern to design a large dragon. Color the head or cut it from construction paper. Cut scales from construction paper. Glue the scales to the dragon's body beginning at the tail. As each row is applied, overlap and trim the scales to fit the pattern. Continue applying scales until the entire body has been covered. Draw a large leafy tree or mount a tree cut from construction paper at one end of the bulletin board. Mount the dragon under the tree. Mount a book jacket over the book in the dragon's hands. A slogan that could be used with this design is If Your Summer Is "Drag-in" -- Read. Cut the letters for the word Read out of red construction paper. Use magic markers to create the illusion of flames on the red construction paper.

- "Long Ago and Far Away" is a 3-dimensional bulletin board that features a castle constructed from a shoe box and cardboard paper towel tubes. Cover the pieces of the castle with iridescent wrapping paper to enhance the fairy tale quality of the castle. Glue a ring of poly-fil around the base of the castle to give the illusion of a castle in the clouds. Create additional clouds on the board. From poster board, cut and color shapes to resemble fairy tale books. Arrange the book shapes as steps up to the castle. Reproduce and color the figures from the Fairy Tale Finger Puppets in the Craft Section to correspond with the book titles (IE. Cinderella, Sleeping Beauty, Jack and the Bean Stalk, etc.) Place these figures in the windows of the castle. The bean stalk may be created by stapling rolled paper twist to the bulletin board. Leaves for the beanstalk may be cut from unrolled paper twist and stapled in place along the bean stalk.

- A simple interactive bulletin board may be created around the slogan "Through the Magic Mirror to Adventure". Against a light blue background, mount a mirror. Glue poly-fil to the background around the edges of the mirror. Glue additional clouds of poly-fil around the board. Mount book jackets from favorite fantasy books on the clouds. Create this bulletin board low enough so that children may look in the mirror and see themselves reflected in the adventures of books.

- Create and color the head of a wizard. Cut a long flowing beard from quilt batting and glue it to the face of the wizard. Cut a hat shape from a quarter of a circle of dark blue poster board allowing enough along each edge to fold back for mounting to the bulletin board. Roll the shape into half of a cone. Cut star and crescent moon shapes from gold foil wrapping paper and glue them to the hat shape. Staple the hat to the bulletin board above the wizard's head. Mount a book jacket on to the bulletin board and place a small amount of poly-fil under the book jacket to create the illusion of fog and mist. Cut a large circle from plastic wrap and place it over the book jacket. Glue the edges in place allowing the plastic wrap to stand away from the surface of the bulletin board. This will create the wizard's crystal ball.

- "Dragon's Dreams" may be created by enlarging and coloring a picture of a flying dragon. Mount the dragon against a pale blue background to recreate the sky. Again create puffy clouds of poly-fil. Mount book jackets from "dragon-friendly" books on the clouds.

- Announce the 1997 Summer Library Program several weeks in advance by creating a figure of a herald. Enlarge and color a picture of the herald found in the Clip Art section. Mount the herald on the bulletin board against a dark purple or red background. Cut a long cardboard tube from wrapping paper in half. Cover the tube with gold foil paper and mount it on the bulletin board. Cut and fold a small cone from poster board. Cover the cone with gold foil paper. Glue it inside the end of the long tube. Cut a piece of gold braided cording. Make a knot about 2 inches from each end of the cord and unravel the ends of the cord below the knot. Glue this in place on the herald's trumpet. Using white paper, print an announcement of the Summer Library Program. Cut the bottom edges to resemble a banner. Fold the top over the cord and glue in place.

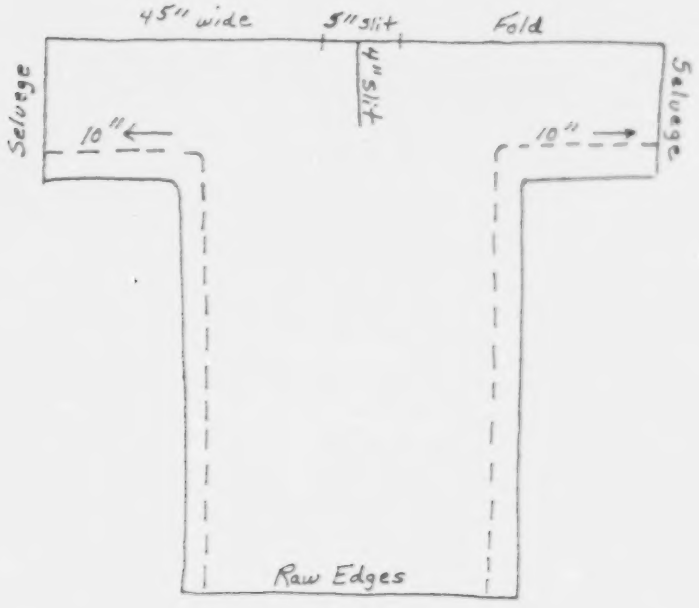
- Create a brightly colored court jester with his arms raised in the air. Mount the jester on the bulletin board. Place several book jackets in the air over the jester's head to give the illusion that the jester is juggling the books.

- Create an exciting costume for school or day care visits. Costumes for damsels may be sewn from McCall's 6775 pattern. A costume for a herald may be created by wearing a simple tunic over leggings or tights. Use a cardboard tube from wrapping paper and a poster board cone to create a trumpet for the herald. Use gold spray paint to decorate the trumpet. Attach braid trim or tassels to decorate your trumpet. Record a tape of appropriate music featuring herald trumpets to proclaim your visit. Ask the teacher to play the tape as you make your entrance. A simple variation of the herald's costume can turn it into a squire's costume. Make the tunic out of napped fabric such as doe suede or velour (these fabrics can be washed). Wear a blouse with full sleeves and leggings under the tunic. Wear boots as your footwear. Use a wide belt to cinch the tunic around the waist. Cut a circle out of the fabric used for the tunic. Two inches from the edge of the circle, sew a strip of bias tape, leaving an opening at the ends. Insert a piece of elastic in a length that will comfortably fit your head. Fasten the elastic. Now trim the hat with a feather or braided trim of your choice. Complete your costume by cutting a sword from cardboard and spray paint it silver or cover it with aluminum foil.

- Use poster board to create antique signs similar to those that hung above the entrances of inns and shops in old England. Select businesses in your community that are sponsors or supporters of the 1997 Summer Library Program. Create signs representing their services and declaring them a proud sponsor of the Summer Library Program. Display the signs in the windows of these businesses during the summer. Ideas for signs may be found in 100 Craft Projects From Around the World by William Reid, Jr.

Create a Simple Tunic

Purchase a piece of fabric measuring 45" wide by 2 yards long. Fold the fabric in half with the selvage edges along the sides. In the center of the folded edge, cut a 5-inch slit to form the neck. In the back of the tunic, cut a 4-inch slit. Turn under the edges of the back slit and stitch in place. Bind the neck edges with double fold bias tape. Make a thread loop on the left side of the tunic. Sew a button under the thread loop on the right side of the tunic. Turn the tunic inside out and pin along the side edges. Sew in a 5/8-inch seam. Press seams open and turn tunic right side out. Turn up a hem along the edges of the sleeves and bottom of the tunic.



SAMPLE PRESCHOOL PROGRAMS

The programs outlined in this section will serve as a basis for developing programs for young children. Each sample includes books that can be used for Story Hour, action activities, crafts and ideas for refreshments. Since the summer library programs vary greatly as determined by local funding, staffing and space, these suggestions should be adapted or expanded to suit your needs and the interests of the children involved in the program.

What is a Dragon?

Ages: Preschool to Kindergarten

Dragons do not have to be scary. There are several delightful dragons that are friendly and fun. Begin an exciting adventure with dragons by asking the children to describe a dragon. Use leading questions such as *How big is a dragon? What color is a dragon?* As the children answer the questions and describe the dragon use a magic marker to draw a simple picture of this dragon on a piece of poster board or newsprint. This picture does not have to be a work of art! The children will be caught up in contributing and using their imaginations. When the picture is completed, let the children chose a name for their dragon. Read Everyone Knows What a Dragon Looks Like by Jay Williams. A different type of dragon and a very contemporary fairy can be found in The Dragon Takes A Wife by Walter Dean Myers. Elvira by Margaret Shannon features a fanciful dragon with ideas that do not fit the "dragon status quo".

Activities and Games:
What is It? A Tell and Draw Dragon Story
Dragon Friends - finger play or flannel board verse from *Kidstuff*, vol.4, no. 10
Puff the Magic Dragon - words and lyrics located in The Reader's Digest Children's Songbook (Reader's Digest, 1989)
Dragon May I
Dragon Hunt I

Crafts:
Dragon Coloring Sheet - This may be used as a simple coloring sheet or the children may add green self-sticking dots as scales.
Dragon Finger Puppets
Dragon Kites

Refreshments:
Green Dragon Punch - green Kool-Aid
Dragon's Teeth - lime Jell-O cut in triangles

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Dragons, Dragons Everywhere

Ages: Preschool to Kindergarten

Fanciful dragons that assist the librarian in presenting a message on manners are included in this program that pops! Read Jane Thayer's delightful tale The Popcorn Dragon. Another popcorn popping dragon can be found in The Dragon of Santa Lalia by Carol Carrick. In both stories each dragon becomes a nicer friend to have around. Encourage creative dramatics by asking the children to act out what happens to a kernel of corn when it is popped.

Activities and Games:

The Dragon: A Tell & Draw Story - an original story by Ann Ivy King, Jesse Yancy Memorial Library

Pop! Pop!Pop! and *The Nut that Scott Found* from Finger Frolics, Revised by Liz Cromwell (Gryphon House, 1983).

Popcorn and *Mr. Oil* from More Piggyback Songs compiled by Jean Warren (Totline Press, 1984).

Dragon Egg Relay

Crafts:

Dragon in his Den

Paper Bag Dragon Puppet

Refreshments:

Red Hots for Dragon's Breath and popcorn are the perfect ending for everyone.

More Dragons....

Ages: Preschool to Kindergarten

Dragons can help conquer common fears such as fear of the dark, noises, and other childhood apprehensions in a humorous manner. Begin the program with Lynne Bertrand's One Day, Two Dragons for a happy encounter when two dragons go to the doctor. Henry and the Dragon by Eileen Christelow discusses a child's fear of the shadows that play upon the wall at bedtime. This story may be read to the group or it could be told with the use of shadow puppets to enhance the theme of the story. In Milk and Cookies by Frank Asch, a baby bear thinks the furnace turns into a dragon that drinks all the milk and eats all the cookies. End the program on a reassuring note by serving some milk and cookies that the dragon did not eat.

Activities and Games:
Did You Ever Find A Dragon?
Dragon Countdown
Pin the Tail on the Dragon
Shadow Games

Crafts:
Thumb Print Dragon
Dragon Masks

Refreshments:
Milk and Cookies
Green Dragon Cake in The Children's Party Handbook by Alison Boteler. (Barron's, 1986).

Royal Rhymes

Ages: Preschool to Kindergarten

Many children do not know the traditional Mother Goose nursery rhymes. Take this opportunity to introduce these old favorites to the children. Begin the program by showing pictures and explaining the following concepts: King, Queen, Prince, Princess, and Castle. Present *Sing a Song of Sixpence* as a flannel board story or use a raven puppet to tell the tale. Take a break and fiddle with *Old King Cole* as an action song with the children taking their cues from the lines and providing the actions. Return to the flannel board to present a delightful riddle about the king and the rainbow. Let the children guess the answer to the riddle. Add additional rhymes featuring royalty based upon the length of your program. Conclude the program with a game of London Bridge or Ring Around the Rosie.

Activities and Games:
Old King Cole words and lyrics located in The Reader's Digest Children's Songbook (Reader's Digest, 1989).
King and Queen Coloring Sheet
London Bridge
Ring Around the Rosie

Crafts:
Blackbird Pie
Rainbow Coloring Sheet

Refreshments:
Bread with Honey butter

A Royal Adventure

Ages: Preschool to Kindergarten

Everyone may be a king or queen for a day during this royal story hour. Everyone loves playing in the bathtub even kings. Read King Bidgood's in the Bathtub by Audrey Wood. Take time out to blow bubbles like the ones in the king's bathtub. Turn back to a classic fairy tale with a flannel board presentation of The Emperor's New Clothes. Even a king can learn a lesson in Angela McAllister's The King Who Sneezed. Use creative dramatics to enhance the presentation of *Monty McBeene*.

Activities and Games:
The Cricket in the Palace from Listen! And Help Tell the Story by Bernice Wells Carlson
Monty McBeene from *Kidstuff*, vol. 2, no. 2
Bubble Blowing
The King of Read

Crafts:
Crowns
King and Queen Coloring Sheet

Queen of Hearts Tea Party

Ages: Preschool to Kindergarten

Enjoy a delightful tea party with the Queen of Hearts. One week prior to the program, ask each child to come dressed as a nursery rhyme character. Read May I Bring A Friend? by Beatrice S. DeRegniers for a very different tea party adventure. Recite the original nursery rhyme *The Queen of Hearts* and then read The Missing Tarts by B. G. Hennessy. As you encounter nursery rhyme characters in The Missing Tarts, ask any child who has come dressed as that character to stand up. The rhyming nature of this story will encourage the children to join in as they recognize the characters.

Activities and Games:
I'm A Little Teapot Action Song
Hidden Tarts
Tea Cup Relay

Crafts:
Queen of Hearts Puppet

Refreshments:
Heart Shaped Cookies or Strawberry Tarts

Royal Bedtime

Plan a family bedtime Story Hour. Ask the children to bring their royal teddy bears. Begin the program by making crowns for all the princes and princesses. Mom and Dad could make one too. Have everyone wear their crowns as you share the stories and activities. Parents will readily identify with the royal residents of the castle when you read The Storybook Prince by Joanne Oppenheim. Then everyone knows that mothers tell the best bedtime stories as in Sandy Asher's Princess Bee and the Royal Goodnight Story. The *Princess and the Pea* presented as a flannel board story will continue the theme. Experiment with "Lift the Flap" techniques as you tell the story of Ten in a Bed by Allan Ahlberg. Close the program with a lullaby for the royal teddy bears.

Activities and Games:
Lift the Flap Story - Ahlberg, Allan. Ten in a Bed.
Flannel board story - *Princess and the Pea* from *Kidstuff*, vol. 4, no. 10
Hush Little Baby or Rock-a-bye Baby - songs

Crafts:
Crowns

Refreshments:
Milk and cookies makes a wonderful bed time snack for princes and princesses of all sizes.

Castle on the Hill

Create a castle at the entry of the story time area so that the children may walk across the drawbridge into the castle. Describe what the castle looks like by sharing The Truth about Castles by Gillian Clements or John Goodall's The Story of a Castle. Provide blocks so that the children may create their own castles.

Activities and Games:
Fold and Cut Castle
The Castle - Action Rhyme
Castle Bowling
Cross the Moat

Crafts:
Castle Coloring Sheet
Sand Castles
Stained Glass Window

Daring Knights

Become a brave knight of the Kingdom of Read. Enjoy the adventures of Cowardly Clyde by Bill Peet. Ask each child to bring a small flashlight so they can help Sir Fred in Barbara Hazen's The Knight Who Was Afraid of the Dark. Dim the lights so the children may turn on their flashlights when Sir Fred is aided by the fireflies. Knights spent many hours practicing their skills. Have your brave knights practice by having a bean bag joust.

Activities and Games:
Bean Bag Joust
Dragon Hunt II

Crafts:
Knight Coloring Sheets- provide each child with a copy of the coloring sheet and a small feather. Allow the children to color the knight. Complete the picture by gluing the feather in place for the plume on the knight's helmet.

Fairy and Folk Tale Fantasy

Invite the children and staff to attend Story Hour dressed as their favorite fairy and folk tale character such as Cinderella, the Frog Prince, Jack of Beanstalk fame, Little Red Riding Hood, a goose, etc. Present classic fairy tales in a variety of formats such as flannel board stories, puppet shows and participation stories. Begin or end the program with a Fantasy Parade through the library, or around the outside of the building.

Activities and Games:
Who's Afraid of the Big Bad Wolf - words and lyrics located in The Walt Disney Song Book. (Golden Press, 1971).
Where's the Goose's Golden Egg
Duck, Duck, Goose

Crafts:
Magic Bean Seeds
Fairy Godmother Wands

Refreshments:
Cupcakes from Little Red Riding Hood's basket.

Trolls, Trolls, Trolls

Troublesome trolls are outwitted in this program that features books and folk tales. Read Jan Brett's Trouble With Trolls or A Troll Story by Nicholas Heller. Kevin Hawkes features a troll who lives in the basement and wakes up every time Miss Terry jumps on the bed in When the Troll Heard the Squeak. Tomie De Paola's troll in Helga's Dowry: A Troll Love Story teaches a valuable lesson.

Activities and Games:
Three Billy Goats Gruff - Flannel board story
Tracking Trolls - from *COPYCAT* magazine, Jan/Feb 1994

Crafts:
Paper Plate Trolls

Frog or Prince?

When you meet a frog, how do you know it is a frog? Maybe it is really a prince! Tell the folk tale *The Frog Prince*. Find out what happened after the frog became in prince in John Scieszka's The Frog Prince Continued or share the tale of *Prince-less Princess or Mind Your Manners with a Frog* from Glad Rags by Jan Irving and Robin Currie.

Activities and Games:
Frog King Action Rhyme - located in Glad Rags by Jan Irving and Robin Currie (Libraries Unlimited, 1987)
Leap Frog

Crafts:
Frog Clickers
Frog Puppets
Origami Frogs

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ELEMENTARY PROGRAMS
LITERATURE- BASED

The programs outlined in this section will serve as a basis for developing programs for elementary-age children. Since the summer library programs vary greatly as determined by local needs, these suggestions should be adapted or expanded to suit the interests of the children involved in the program and your needs. Enhance the programs by selecting appropriate games and crafts from those sections of the manual.

DRAGONS

Ages: 2nd to 6th grades

For rollicking dragon adventures, read one of the suggested titles listed below or book talk several of the titles. If these titles are not available, choose any appropriate titles from your collection as an introductory activity.

Cherry, Lynn.	The Dragon and the Unicorn. Grades 1-5
Coville, Bruce.	Jeremy Thatcher, Dragon Hatcher. Grades 4-6
Grahame, Kenneth.	The Reluctant Dragon. Grades 2-4
Hildick, E. W.	The Case of the Dragon in Distress. Grades 4-6
Nesbitt, Edith.	The Deliverers of Their Country. Grades 3-5
Peet, Bill	How Droofus the Dragon Lost His Head Grades 1-4
Sterman, Betsy.	Backyard Dragon. Grades 3-5
Yep, Laurence.	Dragon Cauldron. Grades 4-8

Share dragon poems from The Dragons are Singing Tonight by Jack Prelutsky, Here There Be Dragons by Jane Yolen, or The Tale of Custard the Dragon by Ogden Nash. Ask the children to create and illustrate their own poems about dragons. Based upon the age of the group, you may want to introduce a variant of the Cinquain form of poetry which is believed to have had its origins in medieval times. The cinquain is composed of a five line pattern of varying meter and rhyme as demonstrated below.

Line 1 - one word (title)	Dragon
Line 2 - two words (describe the title)	Green, mischievous
Line 3 - three words (describe the action)	Hides from knights
Line 4 - four words (describe a feeling)	Rather play than fight
Line 5 - one word (about the title)	Friend

Create an anthology of the poetry and print it for distribution or sponsor an evening program that provides the children an opportunity to showcase the poetry for their parents and the community.

WIZ RDS

Age 6th grades

Lea about Merlin, the wizard who assisted and protected King Arthur, and discover the sec wizards. Depending upon time allotted for the program, read or book talk Young Mer bert San Souci, Merlin the Wizard by Anne Lawrence or appropriate titles from your coll

Ga	ol.	The War of the Wizards. Grades 3-7
Hay	ih.	Crumbling Castle. Grades 2-6
Law	Anne	Merlin the Wizard. Grades 2-5
San	Robert.	Young Merlin. Grades 4-6
Wyll	tephen.	The War of the Wizards. Grades 1-6
Yole	ne.	Merlin and the Dragons Grades 1-5
		Wizard's Hall Grades 3-6

Supply props and materials needed for the children to learn simple magic tricks. There will be books that will provide the secrets of performing the tricks in your collection. Allow the children to practice the tricks. The older children may then demonstrate their skills before an audience of preschoolers. Create Magic Crystal Gardens. The instructions are located in the Crafts section of the manual.

BRAVE AND DARING KNIGHTS

Become Knights of the "Kingdom of Read". Read one of the selections listed below or choose a book from your collection. Knights of the Kitchen Table by Jon Scieszka will definitely appeal to this age group.

Burkert, Nancy.	Valentine and Orson	Grades 3-5
Hodges, Margaret.	The Kitchen Knight: A Tale of King Arthur	Grades 1-4
Hunter, Mollie.	Day of the Unicorn	Grades 2-5
	The Knight of the Golden Plain	Grades 4-6
Peet, Bill	Cowardly Clyde	Grades 1- 4
Scieszka, Jon.	Knights of the Kitchen Table	Grades 2-6

Discuss the Code of Chivalry and create the Knight's tools of the trade such as a shield, sword, or helmet. Choose an appropriate game from the Games section of the manual to close out the program.

FRACTURED FAIRY TALES

Ages: Grade 3rd - 6th

Read the traditional version of one or more of the fairy tales listed below and then read the "fractured versions" to assist in explaining the concept of the "fractured" tale.

Briggs, Raymond.	Jim and the Beanstalk. Grades 1-3
Black, Sheila.	Hansel & Gretel: The Witch's Story. Grades 2-6
Jackson, Ellen.	Cinder Edna. Grades 3-6
Johnston, Tony.	The Cowboy and the Black-Eyed Pea. Grades 1-4
Lomsky, Gerry.	The Beanstalk Bandit. Grades 2-7
Myers, Bernice.	Sidney Rella & the Glass Sneaker. Grades 3- 5
Rowland, Della.	Little Red Riding Hood: The Wolf's Tale. Grades 2-6
Scieszka, Jon.	The Frog Prince Continued. Grades 1-6
	The True Story of the Three Pigs. Grades 1-6
Yolen, Jane.	Sleeping Ugly. Grades 1-4

Extended activities provide the opportunity to explore creative writing and creative dramatics. Divide the children into teams. Provide several fairy tale anthologies as resource materials. Allow the teams to create their own "fractured fairy tales". Provide materials for making simple stick puppets or masks depending upon the form of presentation the teams choose. Provide the opportunity for the children to present puppet shows or act out their versions of the fairy tales. This activity would present a wonderful opportunity for two or three programs. During the first program, the teams would be able to write their tales, a second program would allow for the creation of props, and the third program could be an evening program for showcasing the "fractured fairy tales" for the parents and community.

CASTLES, REAL AND IMAGINARY

Ages: Grades 1-6

Build the castle of your dreams. Read David Macaulay's Castle for a look at a real castle or visit an imaginary one in Elizabeth Winthrop's The Castle in the Attic.

Clements, Gillian.	The Truth About Castles. Grades 1-3
Gee, Robin, ed.	Castle Times. Grades 3-6
Hayes, Sarah.	Crumbling Castle. Grades 3-6
Macauley, David.	Castle. Grades 1-6
Macdonald, Fiona.	A Medieval Castle. Grades 4-6

Steele, Philip. I Wonder Why Castles Had Moats: And Other Questions about Long Ago. Grades 1-3

Winthrop, Elizabeth. The Battle for the Castle. Grades 3-7

Sponsor a Castle-Building Contest. Further information is provided in the Games section of the manual. This is a great activity for the entire family. Display the results of the contest in the library for the community to enjoy. For a program filled with a lot of laughter and fun, build castles of cards. This will definitely be a test of skill and patience.

THE WORLD OF FANTASY

Ages: Grades 1-6

Share the fun of the fantasy world of author Bill Peet. Select portions of Bill Peet: An Autobiography that give basic facts, but also explain the author's philosophy to read to the group. Then sample some of the titles listed below or any other titles by this author. Read the stories without showing the illustrations to the group.

Peet, Bill. An Autobiography. Grades 3-6

Peet, Bill. Cowardly Clyde. Grades 1-4

Cyrus the Unsinkable Sea Serpent. Grades 1-4

How Droofus the Dragon Lost His Head. Grades 1-4

Jethro & Joel Were a Troll. Grades 1-4

Pinkish, Purplish, Bluish Egg. Grades 1-4

Provide paper, crayons, and markers so that the children may illustrate the stories that were shared. Display these fanciful creations in the library, allowing the children to take home their art work at the end of the summer.

FAIRY TALE THEATER

Divide the large group into smaller groups. Provide collections of fairy tales for the children to read. Instruct each group to write their own fairy tale. Give basic guidelines as follows:

1. Every story needs a beginning to introduce its characters and setting. Fairy tale characters include kings, queens, princes, princesses, dragons, giants, and fairies. The setting may be any place these characters live.
2. The middle of the fairy tale presents the plot of the story. The problem of the story is explained. Magical events make the plot exciting.
3. The ending resolves the problem so everyone lives "happily ever after!"

Reproduce the finger puppets included in the Craft section of the manual for each group. After the children have created their puppets, allow them to act out the fairy tales that they have written.

If space and staffing do not permit this type of activity, reproduce the finger puppets allowing the children to color and make them. Now read several fairy tales that include the finger puppet characters. As you read the tales, allow the children act out the stories from the audience.

ELEMENTARY PROGRAMS
OUTSIDE RESOURCES

The programs outlined in this section will serve as a basis for developing programs for elementary-age children. Since the summer library programs vary greatly as determined by local funding, staffing, and space, these suggestions should be adapted or expanded to suit the interests of the children participating in the program and your needs.

Alchemy

Ages: Grades 2- 6

Alchemists attempted to develop an elixir that would grant immortality and find a way to turn base metals into gold. These first attempts at understanding the universe were the beginning of the science of chemistry. Invite a chemistry teacher from the local high school to present a program featuring chemical experiments that will delight and amaze or develop a series of simple experiments that the children can perform in a discovery center.

Archery

Ages: Grades K-6

Today archery exists mainly as a sporting event or as a method of hunting. During the Middle Ages, the bow and arrow were weapons of war. Highly skilled yeomen defended the castles and turned the tide of many battles. Food for the table in the form of wild game was hunted with a bow and arrow. Archery contests were the featured events at tournaments throughout the kingdom. Invite a local bow hunter to demonstrate the use of the bow and arrow. Another resource may be instructors or graduate assistants from area colleges that offer archery and can demonstrate target shooting. A local craftsman could demonstrate making bows and arrows.

Arming the Knights

Ages: Grades K-6

The Blacksmith was a very important member of the kingdom. A blacksmith who created armor was known as a plattner. Each castle had several blacksmiths to create the armor, weapons, and tools required for life in the kingdom. Invite a farrier or local artisan who practices this craft to demonstrate the art of creating materials from iron.

Bookmaking

Ages: Grades K-6

Books were a rare art form during the Middle Ages. It took a great deal of time to produce a book since all books were handwritten. These manuscripts featured elaborate borders and illustrations called illuminations. Invite a representative from a museum to discuss and display a sample of these early books. Allow the children to write and illustrate their own books. The younger children could create an alphabet book featuring the art of illumination. These decorated letters could then be copied, bound and distributed to the children. Prior to distributing them, use these manuscripts to decorate the library.

Calligraphy

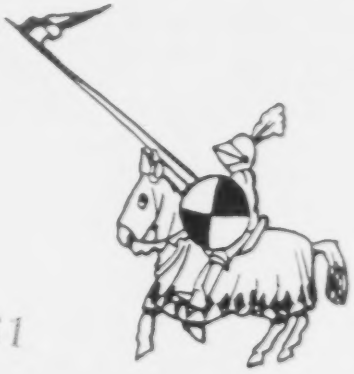
Ages: Grades 3-6

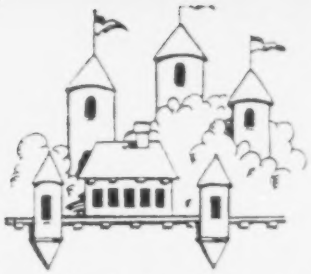
In the middle ages, only the very rich could afford books. Monks or Scribes hand printed each letter on to the pages of parchment. Demonstrate this ancient and decorative art of printing. Contact your local craft organization or the Craftsmen's Guild of Mississippi, Inc. to locate a resource person from your area who would be willing to present a program. Supply plenty of scratch paper and markers with the wedge-shaped tips so that the children may practice making the letters.

Chivalry

Ages: Grades 3-6

The middle ages was also known as the age of chivalry. The knights lived by a strict code of ethics and civilized behavior. This code was based upon honor, generosity, and loyalty. Many elements of this code are still in practice today. All members of the court, even the children, were expected to follow a set of accepted manners. Invite the Home Economics teacher from the high school or a representative from the Junior Auxiliary to present a program on manners. Compare the code of chivalry to modern manners.





Castles I

Ages: Grades K-6

Host a castle building contest. These could range from sand castles to castles built with Legos or other materials. This would make a wonderful family project to be held in the evening or on Saturday. If you wish to hold a sand castle building contest, ask a local builder to donate sand for this event. The sand can be returned to the builder following the contest. Supply a child's wading pool, pails, cups, and spoons for each team. Award a variety of prizes such as Largest Castle, Smallest Castle, Most Creative Castle, etc. Create a category for each castle so that everyone receives a certificate or ribbon. Using other materials, this activity may also be a take home contest with entries submitted by families. A sample entry blank is included in the Games and Contest portion of the manual. The entries may also be used to decorate the library.

Castles II

Ages: Grades 3-6

Using creative dramatics, reenact a day in the life of the people who populated this fortified structure. Provide a box of items such as large pieces of fabric, swatches of fake fur, crowns, and costume jewelry that can be used to create costumes. With the librarian acting as the steward of the castle or the narrator, select children from the audience to portray the various roles such as the King and Queen, Knights, Jesters, etc. Involve as many of the children as possible. The narrator may ask questions of the other characters allowing the children to ad lib their responses and further develop the story. There are many wonderful resources such as Life in a Medieval Castle by Joseph and Frances Gies or Castle by David McCauley that may be used to develop a script for this activity. The results may be surprising as the children will really respond to dressing in costumes and assuming the roles.

Enchanted Forest

Ages: Grades K-6

In the Middle Ages, it was believed that the forests were homes to elves, fairies, and magical beasts. Today, the forest is still a world of magical animals such as deer, ground squirrels, a variety of birds, and wondrous plants and flowers. Invite a representative from the Forestry Commission to share a look at today's enchanted forest.

Falconry

Ages: Grades K-6

The use of falcons or hawks for hunting was a very popular sport in the Middle Ages. Depending upon the size of the bird, even larger game could be hunted. Today falconry is a very rare sport due to the expense and lack of wide open hunting space. Members of the Society of Creative Anachronism still practice this sport. Invite a member of the group to present a program on the history and practice of hunting with falcons or hawks.

Fantasy Picnic

Ages: Grades K-6

As a closing activity, sponsor a Fantasy Picnic. Begin the festivities by playing games chosen from the Games section of the manual. When you plan your menu, take your cues from nursery rhymes, fairy tales, and favorite fantasy books. Foods that could be served include: heart cookies or tarts from the Queen of Hearts tea in Alice in Wonderland, bread and honey from *Sing a Song of Sixpence*, deviled eggs from what is left of *Humpty Dumpty*, apple slices from *The Three Little Pigs*, peach slices from James and the Giant Peach, cheese cubes from The King, the Mice, and the Cheese, popcorn from The Popcorn Dragon, and peanut butter and jelly sandwiches from My Father's Dragon. The desert course could include a pumpkin cake from Cinderella, gingerbread cookies from *The Gingerbread Man*, candy hearts from Raggedy Ann, miniature chocolate bars from Willie Wonka and the Chocolate Factory, or a green dragon cake.

Fencing

Ages: Grades K-6

Fencing requires concentration, quick thinking, physical agility, and stamina. It is not a sport based on strength. Pages, squires, and knights spent many hours developing their skill with the foil thus enhancing their skills as a knight. This ancient sport is still taught in physical education classes at many colleges. Contact the Physical Education Department at an area college to locate an instructor or graduate student who would be available to present a program.

Folk Dancing

Ages: Grades 1-6

There were no televisions, stereos, or video games during the Middle Ages so the people who lived in castles had to entertain themselves. They greatly enjoyed dancing and every celebration featured dances. If there is a Celtic Society in your area, contact a member to locate members who could demonstrate some of the Celtic dances. Space permitting, develop an interactive program by inviting a dance instructor or music teacher to teach folk dances to the children. If this is not possible, ask the instructor to bring students to demonstrate the folk dances for the children. Square dancing and clogging could also

Games of the Middle Ages

Ages: Grades K-6

Games were a very popular source of entertainment during the Middle Ages. Provide chess, checkers, and backgammon sets on tables in the library. Boards may be reproduced on paper, covered with contact paper, and fastened to the tables. Game pieces may be kept in bags that are available at the circulation desk. Invite members of the high school chess club or a local chess enthusiast to provide beginning instructions with special attention to the directions and manner in which the chess pieces move in the game. Provide handouts of the rules of the game. In a second program, host a Human Chess Game. The librarian or teen volunteers may serve as the Chess Master directing the moves. Organize a community-wide chess or checkers tournament.

Card games were popular too. It was an area where men and women could compete equally. Using pictures of royalty and jesters on face cards developed during this period. Provide sets of cards, and demonstrate how games such as Old Maid, Slap Jack, and King's Corners are played.

A Castle of Cards can provide an interesting evening program for families. Provide decks of cards for each family or ask each family participating to bring a deck of cards. Lost of space and a strong base area (the floor) are required to begin construction. It will be easier to work on a carpeted surface rather than a smooth floor. Each family should try to create the largest Castle of Cards. Remember a shaking hand or the flow of air from the air conditioner can send the whole structure tumbling down. This activity can provide lots of fun and laughter as the master builders ply their craft.

More active games such as blind man's bluff, top spinning, juggling, bobbing for apples and egg tossing (using plastic Easter eggs) could be presented as an individual program or as events during a Medieval Fair.

Heraldry I

Ages: Grades K-6

During the Middle Ages, very few people could read. Heraldry was devised to identify knights on the battlefield. It also became a way to distinguish family relationships. Invite a genealogist, a member of the local Daughters of the American Republic society, or a representative of the historical society to present a program on genealogy. Prepare a simple family tree that may be distributed to the children as a take home activity. Allow the children to research the meaning of their names. Make sure there are plenty of baby name books available on the shelf. Conclude the program with a rousing rendition of the Name Game song.

Heraldry II

Ages: Grades 2-6

The coat of arms of a knight allowed him to be identified on the battlefield. However, as time passed, the decorations on the coat of arms became more elaborate. Use the pattern in the Crafts section of the manual to create a coat of arms for each child so that they may show the world who they are. Instruct each child to choose four things that are important to them. Provide crayons or markers so that they may draw these four things in the divided sections of the coat of arms. A true coat of arms only features seven colors: blue, red, black, green, purple, gold, and silver. The drawings may be enhanced by using gold or silver glitter paint. Hang the coat of arms from the ceiling to display them to the community. Additional information may be located in Design Your Own Coat of Arms by Rosemary A. Chorzempa.

Jesters and Jugglers

Ages: Grades K-6

The Jesters of the Middle Ages could be compared to our clowns today. They wore silly clothes and painted their faces to entertain the royal court. Invite a clown to present a program featuring feats of magic and juggling. If there are no clowns in the area, host a jester training school and invite all the children to come dressed and made-up as jesters. Have each apprentice jester practice the skills required to become a jester. Heavy cotton socks that have been rolled into a ball are great for practicing juggling. Jesters used jokes to entertain the members of the court so allow each child to tell a joke. Practice telling a story in mime. Be sure to alert the children ahead of time so that they come prepared. Acrobatics were also a necessary skill. If room and crowd size allow, practice turning cartwheels and somersaults.

Magical Spells and Tricks

The King's Wizard used magic to foresee the future. The wizard was often an important advisor to the King. Today's wizards are known as magicians. Contact a magician in your area and schedule a performance. Don't forget to check with area teens who may be apprentice magicians. If a magic show cannot be arranged, never fear, the librarian may borrow some tricks from Caroline Feller Bauer's Leading Kids to Books through Magic. Simple magic tricks are coordinated with books to read and stories to tell. The librarian may also utilize the magic books in the collection to prepare a simple program to teach the children some tricks that they can use with their parents and friends.

Magical Beasts

Ages: Grades K-6

The dragon and the unicorn were mythical, magical beasts that were believed to inhabit the world during the Middle Ages. All animals and their place in our world are magical. Ask a representative from the zoo or aquarium to present a program. If you do not have access to one of these facilities in your area, ask someone in the community who owns unusual pets to present a program. Does anyone in your area raise miniature horses? Yes, that well-known herpetologist would fit into this category too.

Medieval Musical Notes

Ages: Grades K-6

Music was very popular entertainment during the banquets at the castle. Investigate the world of ancient music and musical instruments. Ask a representative from the music department at an area college to demonstrate some of the instruments that were used during the Middle Ages. Instruments that could be played include the bagpipe, lute, harp, or recorder. Minstrels and Troubadours of the time immortalized special events in the form of song called a ballad. Invite a vocal instructor or vocalist to sing some of the ballads that have endured through the ages. If there is a group of Chamber Singers in your area, invite them to sing for the children. The costumes and songs provide a special magic that will be enjoyed by one and all.

Medieval Fair

Ages: Grades Preschool - 6

The celebration of Midsummer's Eve on June 23 would be an opportunity to present a fair. This would also make a special closing ceremony. Contact the Society of Creative Anachronism, Inc. and schedule a performance. For additional information, contact Pat or Kristina Kelly at (601) 285-3920. Plan your own event. Open the fair with a parade of banners and the coronation of the king and queen. Feature booths where participants can enjoy juggling, tournament games, a May pole dance, and strolling troubadours. Much of the business of the medieval period involved barter or trading services. Provide a booth where children may bring unwanted items and trade them for new treasures. Serve medieval foods. Since knives and forks were not commonly used during the Middle Ages, serve finger foods such as chicken drumsticks, checkerboard sandwiches, cheese and fruit. Other fanciful foods may be found in the Medieval Foods section of the manual. Encourage the children to wear medieval costumes to the fair.

Puppet Show

Ages: Grades K-6

Puppet Shows were and still are a special event enjoyed by young and old. Schedule a puppet show produced by a traveling troupe or create your own show by utilizing the talents of several librarians in the system. Choose a fairy tale or a tale of knights and dragons from one of the many resources available in your collection or rewrite history and create your own version. "Fractured Fairy Tales" are extremely popular with this age group. The puppets may be simple stick puppets or sock dragons, etc. Use your imagination!

Sidewalk Art Fantasies

Ages: Grades K-6

Much of our knowledge concerning the Middle Ages has come from archeological research. One form of research used by the archeologists is known as rubbings taken from brass monuments. These monuments provided information about heraldry, military equipment, and fashions of this period. To make rubbings, a piece of paper was placed over the object and a pencil or crayon was rubbed over the item resulting in the design coming through on to the paper. Taking the nature of this activity one step further, allow the children to create fantasy scenes on the sidewalk around the library. These scenes may record for posterity the activities of knights, damsels, and dragons or a scene from their favorite fantasy book. Take Polaroid snapshots to preserve the fantasies. For an indoor activity, provide coins or other items for the children to use in creating their rubbings.

Stained Glass

Ages: Grades K-6

Invite a local artisan who works with stained glass to explain and demonstrate this beautiful craft that was used to decorate cathedrals during the Middle Ages. Stained glass coloring books are available from numerous sources. These could be used to develop coloring sheets. If time and space permit, allow the children to create their own stained glass designs from the ideas found in the Crafts section of the manual.

Storytelling

Ages: Grades Preschool - 6

During the Middle Ages, books were very rare and expensive. To record the happenings of everyday life and special events, stories were passed from castle to castle and handed down through the generations. Invite a special storyteller to present a program or tell a variety of stories yourself. Develop an inter-generational activity by inviting senior citizens from the community to tell stories about their childhood in the community. This activity will allow the children to realize how their home town has changed through the years as well as continuing the wonderful oral tradition of storytelling.

Tournament Day

Ages: Grades K-6

The knights spent a great deal of time training and practicing their skills so that they were always ready for battle. One form of practice was called a tournament. The residents of neighboring castles were invited to participate. Stage a tournament featuring games of skill such as ring toss, hoop rolling, marbles, and guessing games all of which began in the Middle Ages. More active games could include foot races, banana jousts, and the quintan toss. This activity would make an excellent closing ceremony. At the end of the tournament, the participants could become a full-fledged knights and ladies of the "Kingdom of Read" and receive their certificates during the knighting ceremony.

Weaving

Ages: Grades 2-6

Tapestries were large woven pictures that were hung on the walls in the castle just as we hang pictures on the walls of our homes. The tapestries also helped to keep out the cold drafts that were a fact of castle life. These tapestries told stories of great battles or legends. The women and girls who lived during this period spent a great deal of time weaving and embroidering. Invite someone from your area to demonstrate the art form of weaving, needlepoint, or embroidery. Contact the Craftsmen's Guild of Mississippi at (601) 981-0019 to locate an artisan if there is not one in your area.

MEDIEVAL QUESTS, COLORING SHEETS, AND GAMES

QUESTS

Treasures of the Kingdom

Use a box covered with wrapping paper to create a treasure chest. Fill the chest with rings, necklaces, and other jewels. Provide entry blanks. For each book or every three books read, the child may guess the number of royal jewels in the treasure chest. The more books the child reads, the more opportunities he/she has to guess the correct number of jewels.

Gold of the Realm

Gather enough small rocks to fill a glass jar. Wash the rocks and dry them thoroughly. Spray paint the rocks gold. After they have dried, pour the rocks into the jar. Be sure to count them! Allow the children to guess how many gold nuggets are in the jar each time they have finished reading a specified number of books.

Dragons, Dragons Everywhere

Reproduce dragons from the Clip Art section of the manual. Color them or photocopy them on green paper. Include a number and a message on the back of the dragon instructing the "knight" who successfully finds a dragon to bring it to the circulation desk. Laminate the dragons. Create a numbered list with the numbers corresponding to the numbers on the back of the dragon. Now hide the dragons in books for all age levels. As you are hiding the dragons, enter the title of the book where the dragon is hidden beside the corresponding number. This will help you make sure that all of the dragons are found. When the dragons are returned to their "den" (circulation desk), record the child's name next to the number of the dragon that they found. At the end of the summer library program, award small prizes for all the "brave knights" who found the dragons. Do not tell the children they will win a prize for finding a dragon or you will have chaos as books are pulled off of the shelf in search of dragons.

Magic Everywhere, Every Day

Display a collection of everyday items that are integral parts of fantasy stories. Here are some ideas to get you started. How many more can you add?

red pebble	Sylvester and the Magic Pebble
umbrella	Mary Poppins
red shoes	The Wizard of Oz
mop	Miss Osborne-the-Mop
bottle of magic potion	James and the Giant Peach
star	The Man Who Lit the Stars
doll house bed	Bedknobs and Broomsticks
chocolate bar	Charlie and the Chocolate Factory
rabbit	Bunnicula
mittens	The Winter Mittens
toy soldier	Return of the Twelves

Simply place a selection of items in the display case with a number printed on a card beside them. The numbers beside the items should correspond with the numbers on a "Magic Everywhere" entry blank. A sample entry blank has been included in this portion of the manual. As the children read during the summer, they may enter the titles of the books on the entry blank next to the correct number of the item. Award simple prizes for those children who correctly guess all of the titles.

Fantasy Identification

Have the children design posters of their favorite fantasy book characters or a book character from medieval days. Ask each child to enter their name, the name of the character, and the book title on the back of the poster. Number each poster and display the posters in the library during the summer. Allow everyone participating in the Summer Reading Program to guess the names of the characters. Provide entry blanks which include the name of the child, the number of the poster, and their guess as to the name of the character. As the children complete their entry blanks, instruct them to place them in a box at the circulation desk. At the final program, provide the correct answers and award small prizes to those who correctly guess the answers.

MAGIC EVERYWHERE, EVERY DAY

CONTEST ENTRY BLANK

Name_____ **Grade** _____

The following items are main ingredients in fantasy stories that are found in this library. As you read this summer, see how many of the book titles that you can identify. The magic items are clues that will help you in you quest to successfully reach the "Kingdom of Read".

Magic Items	**Book Titles**
1. Red Pebble	_____
2. Umbrella	_____
3. Red Shoes	_____
4. Mop	_____
5. Bottle of Magic Potion	_____
6. Star	_____
7. Bed	_____
8. Chocolate Bar	_____
9. Rabbit	_____
10. Mittens	_____
11. Toy Soldier	_____

"FANTASY QUEST"
CASTLE BUILDING CONTEST

Calling All Knights and Ladies!

Summer Reading Program members are invited to have fun in creating the most exciting castles of the Kingdom of Read. Enter one castle of your own creation. Use the entry form on the back of this flyer.

All castles entered in the contest will be displayed in the library for two weeks following the contest. Castles may be claimed after _____.
Date

This is How the Contest Works:

1. Build and decorate a castle of your own creation. Use your imagination! Create your castle from scratch.
2. Each child may enter only one castle.
3. Descriptions of the castles should be submitted on the official entry forms (the back of this flyer) on the day of the contest.
4. There will be two divisions. One division will be for Kindergarten through Third Grade (K-3), and the other for Fourth through Sixth Grades (4-6). Boys and girls in the younger group may receive help from adults in preparing their castles. Those in the older group must make their castles by themselves.
5. Castles will be judged for ribbons in the following categories:

Prettiest	Smallest	Most Effective Use of Recycled Materials
Biggest	Most Colorful	Most Original

_____
Date

_____
Library Name

"FANTASY QUEST"
SUMMER READING PROGRAM
CASTLE CONTEST

ENTRY NUMBER ____ _____

Name of Castle _____ Grade _____

Materials Used _____

_____

_____

_____

_____

How Your Castle Was Constructed _____

_____

_____

_____

_____

_____

_____

Made By: _____

Parents' Name: _____

Telephone Number: _____

Address: _____

Judged: **No**_____
Yes_____

_____

Library Name

"Fantasy Quest" Writing Contest

Invite the children in grades 4-6 to participate in a creative writing contest that will stretch their imaginations and provide writing practice to keep skills sharp over the summer. All stories should be 300 to 500 words in length. All stories must begin with the following words:

"One day as I walked through the library, a large book fell off the shelf at my feet. I looked down to see that the book had fallen open to a beautiful picture. As I stared at the picture, out of the pages of the book popped ...."

Select a panel of local celebrities to serve as judges. For prizes, contact local banks for donations of savings bonds or local book stores for gift certificates. Reproduce the stories in a "Fantasy Quest" anthology to be distributed to all of the participants and other interested members of the community.

The Castle

This is the moat of the castle that stands alone	(Hold arms out to form a circle)
These are the walls that are made of white stone	(Hold hands parallel to each other)
This is the battlement that protects when arrows fall	(Trace battlement shape with hand)
This is the tower so strong and tall	(Hold hands parallel and extend arms over head)
This is the drawbridge that swings up and down	(Extend arms in front and raise and lower them from elbows)
What a safe castle that protects the crown!	(Hold hands parallel on each side of head)

The King of Read

The royal King of Read	
He led ten thousand men	
He marched them up the hill	(March hands one over another)
And marched them down again.	(March hands down)
And when they were up, they were up, up, up;	(March hands up)
And when they were down, they were down, down, down;	(March hands down)
And when they were only halfway up,	(March hands halfway up)
They were neither up nor down.	(Move hands up and down rapidly)

Adapted from "Knights Alive in 95", Oklahoma 1995.

Did You Ever Find A Dragon?
Sung to: "Did You Ever See a Lassie?"

Did you ever find a dragon,
A dragon, a dragon,
Did you ever find a dragon
All scaly and green?
With blazing eyes and fiery breath
And swishing tail and green toes.
Did you ever find a dragon
All scaly and green?

Let's Go On A Dragon Hunt!

By Joyce Aycock

(Have children chant, repeating what you say.)

Let's go on a dragon hunt. OK. Let's go.
(Slap hand on knees as if walking)
What's that up ahead? Looks like a Drawbridge.
Can't go round it.
Can't go under it.
Can't go through it.
Have to cross over it.
(Hit chest with fists)
Sure was a long Drawbridge.
Sure was.
(Resume slapping knees)
What's that up ahead? Looks like a Moat.
Can't go over it.
Can't go under it.
Can't go round it.
Have to swim across it.
(Make swimming motions)
Sure was a wet Moat.
Sure was.
(Resume slapping knees)
What's that up ahead? Looks like a tall tree.
Can't go under it.
Can't go over it.
Can't go through it.
Let's climb up it.
Maybe we'll see a dragon!
(Make climbing motions up, look around, climb down)
No dragons up there.
Nope.
What's that up ahead? Looks like tall grass.
Can't go under it.
Can't go over it.
Can't go round it.
Have to go through it.
(Rub hands together to make swishing sound)

Sure was tall grass.
Sure was.
What's that up ahead? Looks like a cave.
Can't go over it.
Can't go under it.
Can't go round it.
Have to go into it.
(Hit knees very softly)
Sure is dark in here.
Sure is.
What's that up ahead?
Looks like two big red eyes.
IT'S A DRAGON! RUN!!!
(Hit knees quickly and reverse all steps back to the beginning)

LET'S NOT GO ON A DRAGON HUNT!
OK!

Reprinted with permission from "Sir Al and his Summer Knights", Alabama, 1991.

Dragon Countdown

Five little dragons danced beneath the starlight.
The first one said, "I spy a brave knight."
The second one said, "Shhh! Let's stay out of sight!"
The third one roared with all his might!
The fourth one switched his tail left and right.
The fifth one sneezed and lit up the night.
Whoooo went the wind, and out went the light.
And five little dragons danced out of sight.

Key to the Kingdom

This is the key to the treasures of the Kingdom.
Illuminated by monks and peopled by pages.
With a drawbridge to adventure that opens for all ages.

Answer: A book

Color Quest

Red and blue, purple and green.
No one can reach it,
Not even the queen.
What is it?

Answer: The Rainbow

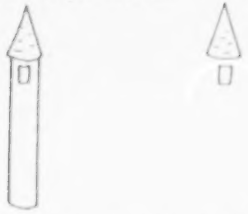
STORY 2

THE DRAGON

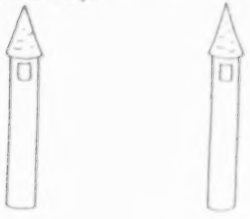
1. Right here underneath THIS TREE there lived a Queen named Carol.

2. The tree was far back in the forest at the end of a LONG, LONG, TRAIL.

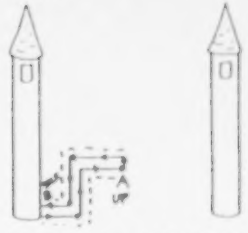
3. And way over here underneath another TREE there lived a King named Scott.



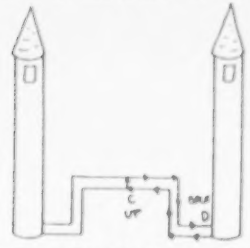
4. His home was deep in the forest too, at the end of a LONG, NARROW PATH. The King had been out hunting, when the Queen and all the villagers had fled into the forest to escape a fire breathing dragon. The dragon, with his fiery breath had burned down the castle and all the houses in the village.



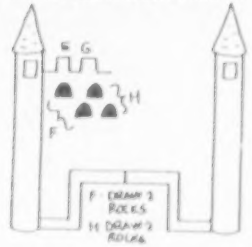
5. King Scott tried TO GET TO (draw A) the Queen and villagers. But each time he tried, the dragon would come roaring out of his cave, and King Scott would have TO RUN BACK (draw B) as fast as he could.



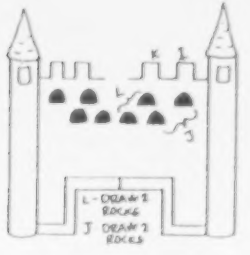
6. Once, Queen Carol tried TO GET TO (draw C) King Scott. But the dragon ran out of his cave and frightened the Queen again. So Queen Carol RAN BACK (draw D) to safety as fast as she could.



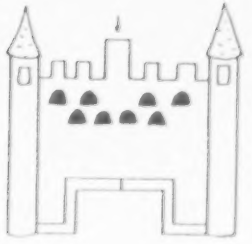
7. Finally, Queen Carol decided that she would find a new way to get to King Scott's tree. She walked ACROSS A PATH, UP, ACROSS, DOWN (draw E), until she came to a pile of rocks blocking the path. She PUSHED THE ROCKS (draw F) the rocks aside, and walked ACROSS THE PATH, UP, ACROSS AGAIN, AND THEN DOWN (draw G) until she came to another pile of rocks that she had TO CLEAR AWAY (draw H).



8. As Queen Carol got closer to the King, he could see that she had been able to safely get half way to his tree. So he decided to try and meet her. King Scott walked ACROSS A PATH, UP, ACROSS, DOWN (draw I) until he too was stopped by a pile of rocks blocking the path. King Scott stopped and PUSHED THE ROCKS (draw J) to the side of the path. Then he went ACROSS THE PATH, UP THE PATH, ACROSS AGAIN AND THEN DOWN THE PATH (draw K) until he had to stop TO CLEAR AWAY (draw L) another pile of rocks.



9. When the King finished clearing away the pile of rocks blocking the path, he discovered the Queen waiting on the other side. They were so happy TO SEE EACH OTHER at last.



10. Then all of a sudden they heard the roar of the fire breathing dragon. The King stood there shaking with fright and then he noticed a huge rock off to the side of the path. The King tried to push that rock, but he couldn't budge it. He wished with all his might that he would be able to protect his Queen and his loyal subjects. The roars got louder and louder and all of a sudden a fairy flying by, granted the King's wish. With one touch of the King's finger, the giant boulder began TO ROLL. It rolled down a hill and landed right in the mouth of the dragon's cave, trapping the dragon inside.

11. The Queen hugged the King. The villagers were so happy to have their kingdom safe again that they came out of their hiding places and cheered. They wanted to show their King how thankful they were, so they BUILT (make random marks on walls) something for the King and Queen. What did the villagers build? (Let children answer)

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Bruce, MS

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Games

Bean Bag Joust

The knights of old had to spend a great deal of time practicing. They tried to catch a ring with their lances. Practice your skills in preparation for the joust. Suspend a large ring (hula hoop) from the ceiling. Mark a line on the floor with masking tape. Instruct the young pages to stand behind the line and try to toss the bean bags through the ring.

Castle Bowling

Cut the tops off six (6) one-quart milk cartons. Cut the tops of the cartons to resemble the battlements of the castle. Cover the milk cartons with brown paper. Use a marker to draw lines indicating the stones of the castle. Now line the castles up like bowling pins. Use a plastic ball as a bowling ball to conquer the castles.

Castle Etiquette

Prepare squares of paper. On one square create problems by writing "*What would you do if....*" and finish the sentence with a situation requiring good manners. On the second square of paper, write the correct response. Place all the problem squares in one basket and put all the response squares in a second basket. Mix them up thoroughly. Divide the children into two (2) groups and instruct them to form two lines facing each other. Have the players in the first group select a square from the problem basket. Players from the second group will select a square from the response basket. Beginning with the first player of Group 1, have the child read the problem written on his/her square. The first player of Group 2 then reads the response written on his/her square. Play continues until all the children have read the rules governing castle life. The mixed up rules of etiquette will create hilarious results.

Cross the Moat

Create a moat by filling a child's wading pool 2/3 full. Float plastic sea monsters (fish, ducks, alligators, etc.) in the water. To fulfill the challenge and successfully reach the castle, the "knights" must conquer the monsters by scooping them up with a slotted spoon. The knight who successfully meets all of the challenges (scoops up all the monsters) is declared the winner of the royal tournament.

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Dragon Egg Relay

Mark a course on the floor with masking tape. Divide the group into two (2) teams. Place half of each team at the opposite end of the course. Give each team a small basket and a green plastic egg. The object is to run to the other end carrying the "dragon egg" without dropping it out of the basket, hand the basket to the waiting team member who then races to the other end. If the egg falls out of the basket, the player must return to the starting line and begin again. The relay continues until all members of the team have successfully carried the basket through the course. Variation: For older children, give each team a cooking spoon instead of a basket to carry the egg. Transferring the spoon to the other team members becomes much more of a challenge.

Dragon Hunt II

Reproduce Dragons from the Clip Art section of the manual. Hide the dragons around the meeting room or Story Hour area. Allow the children to hunt for the dragons. Provide clues as necessary. Everyone should find a dragon to take home with them.

Dragon May I?

Choose one player to be the Dragon. The Dragon stands at the far end of the room facing the rest of the players. The other players should stand apart from each other in a horizontal line. The players may use the following steps:

Queen's step - small steps made by placing heel of one foot immediately in front of the toes on the other foot.
King's step - one normal step.
Wizard's step - Walking and turning in a circle at the same time
Dragon's step - Longest step a player can make

The Dragon tells each player in turn how many and what kind of step to take. Before a player can move, he/she must say "Dragon may I?" and wait for a response from the Dragon. The Dragon may respond "Yes, you may" or "No, you may not", or substitute a different number or type of steps forward or backward. The players try to get close enough to the Dragon to sneak up and tag the Dragon. The players may also try to sneak in extra steps without getting caught. If the players are caught, they must return to the starting line. The first player to tag the Dragon now gets to be the Dragon. Note: Adapt the rules for the very youngest children and remove the competitive nature of the game. Use the game to encourage listening and following instructions as well as enhancing large motor skills.

Fairy Tale Charades

Write the names of a large group of fairy tales on slips of paper and put them in a basket. Divide the children into groups. Let each small group select a slip of paper from the basket. Allow each small group to act out the title of the fairy tale in mime. The remaining small groups will try to correctly guess the name of the fairy tale.

Fantasy Alphabet Quest

This is the Medieval version of the popular game show Wheel of Fortune. The puzzles are created by fashioning a lift the flap puzzle. Choose several titles of fantasy books or characters to be featured in the puzzles. On a piece of poster board, print the title of the book or the name of a character. Be sure to leave plenty of space between the letters. Cut squares of construction paper large enough to cover the letters of the puzzle. Tape the construction paper a over the letters of the puzzle. Prepare a poster board puzzle for each round of the game. Stand the puzzle on an easel or hang it on the wall. If you have teen volunteers, they may act as the host and letter turner or you may choose children from the audience to fill these rolls. As the children arrive for the program, have them sign their names on a number sheet of paper. This will aid you in selecting contestants from the audience. Prepare three index cards featuring a picture of a dragon, a castle, and a knight. The cards will determine the order of play. Since no one argues with a dragon, the player who draws the dragon will begin play. The player drawing the knight will be second, and the player drawing the castle will be third. Everyone will want a turn in this game and they won't want to quit playing! Note: The level of difficulty of the puzzles will be determined by the age of the children. Increase the degree of difficulty as the age of the children involved increases.

Hidden Tarts

Create tarts from poster board. After the knave stole the tarts, he hid them. Hide the tart shapes throughout the room. Have all the kings and queens search for the tarts so that they may be returned to the castle in time for the tea party. Provide clues and assistance as needed.

Maypole Dance

Tape eight plastic or crepe paper streamers to the ceiling of the story time area; or if it is available, use a free standing flag pole or tether ball pole. The streamers must be long enough to touch the floor. Depending on the size of the group, it may be necessary to create several "Maypole". Have the children form a circle around the Maypole. Place the end of a streamer in each child's hand and instruct them to hold it lightly. As the music is played, have the children slowly circle the Maypole. Unwind the pole by turning and circling the opposite direction.

Pin the Tail on the Dragon

Enlarge the dragon in the Clip Art section of the manual. Separate the tail from the body of the dragon. Mount the body of the dragon on a piece of cardboard that has been covered with flannel. Mount the hook section of a piece of Velcro on the back of the dragon's tail. Mount the other piece of Velcro on the front of the dragon where the tail should connect. Use a thin scarf loosely tied around the child's eyes as a blindfold. Let each child attempt to help the poor dragon get his tail back.

Shadow Dancing

Hang a light colored sheet across one end of the room. Place a light (film or film strip projector) on a table at the other end of the room. Allow the children to dance or make motions in front of the sheet and watch the shadows that are formed.

Shadow Game

Demonstrate shadowing to the children. Explain that it is like looking in a mirror. Allow the children to practice before the game begins. Start the game by having the children stand in a circle. Choose one child to be "it". That child will choose a partner. The two children face each other inside the circle. The first child does an action (stands on one foot, raises one arm, or a variation of these actions); the second child shadows the action. If he/she succeeds that child becomes "it" and the first child returns to the circle. If the child fails to do the shadow image, he/she returns to the circle and sits down. "It" continues by choosing another child, and the game continues until there is only one child left standing or time expires.

Tea Cup Relay

Mark two lanes on the floor using masking tape. Divide the group into two teams. Members of each team should be positioned at each end of the course. Place two plastic tea cups and saucers at the starting point of each lane. The first players on each team must stack the cups and saucers and walk to the other end of the course as quickly as possible without dropping the queen's tea. If the tea cups are dropped, the player must return to the starting point and begin again. The race continues until all players have carried the tea cups through the course. The first team to successfully deliver the tea to the queen is declared the winner. Variation: For the youngest children, place the tea cups and saucers on the floor at the other end of the lane. Line the children up at the starting point. Each child should run down the lane, stack the tea cups on the saucers, turn and run to the starting line. Be sure to have another staff member or volunteer at the other end to dismantle the tea cups and return them to their original position. Be sure to demonstrate the skill you want the children to perform before the game begins.

Who Has the Golden Egg? - Variation of Button, Button, Who has the button?

Spray paint a L'Eggs egg or a plastic Easter egg with metallic gold paint. Allow the egg to dry. Attach a strip of double-stick tape around the edge of the bottom half of the egg. Place the top on the egg. Instruct the children to sit on the floor in a circle. Choose one child to be the goose. And stand in the middle of the circle. The goose closes his/her eyes while the children hide the golden egg by passing it behind their backs. When the librarian or volunteer calls "Eyes Open", the children quit passing the egg. The goose then walks around the inside of the circle trying to guess who has the golden egg. The goose has three chance to guess who has the egg. If the goose fails to guess correctly, the child holding the golden egg becomes the goose and play continues.

ORIGINAL ARTWORK PREPARED BY:

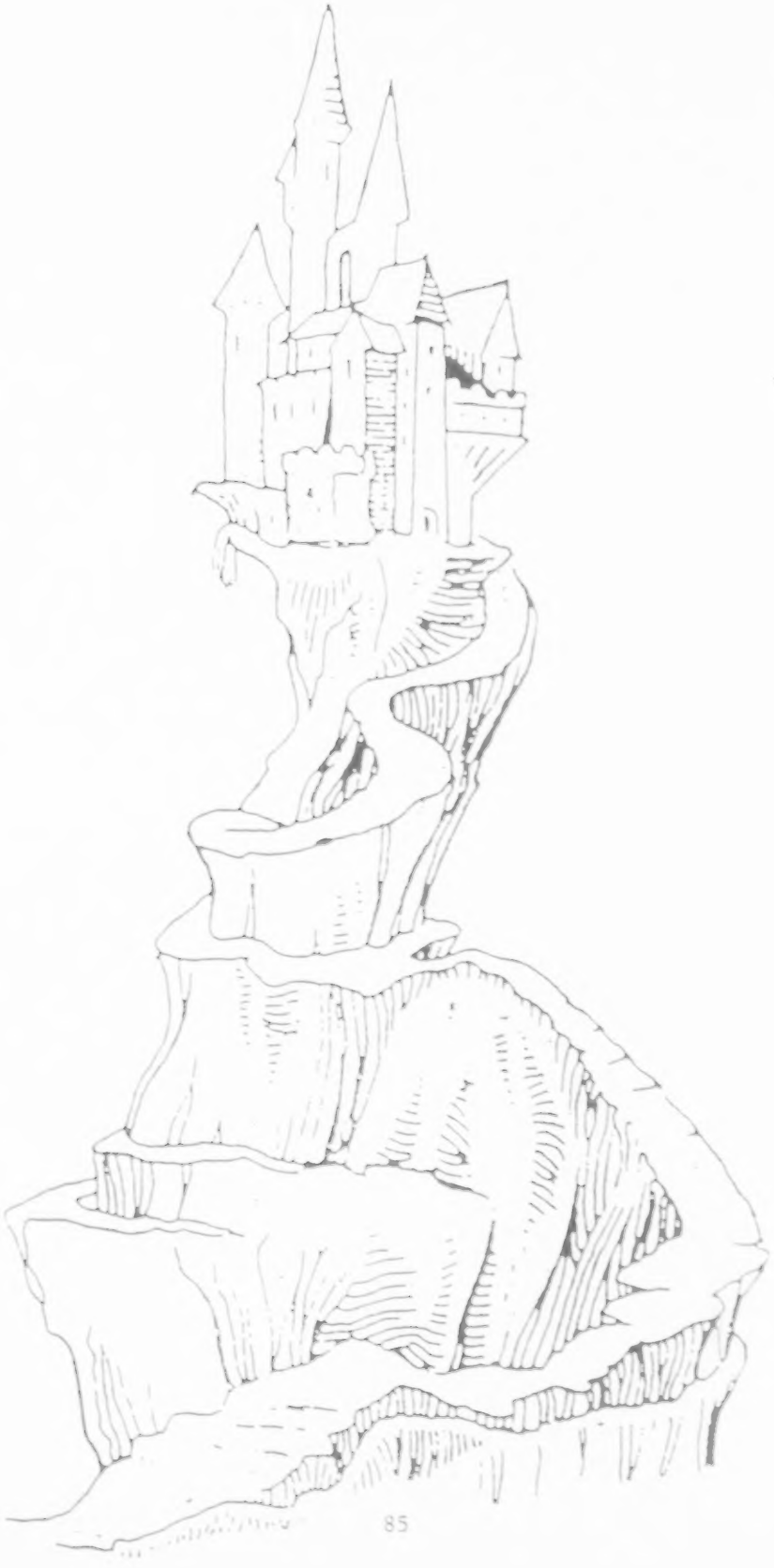
Wilmath McCrary
Pearl Public Library
Central Mississippi Regional Library System

and

Tracy Wilson
Eudora Welty Library
Jackson/Hinds Library System

Kingdom of Read

83



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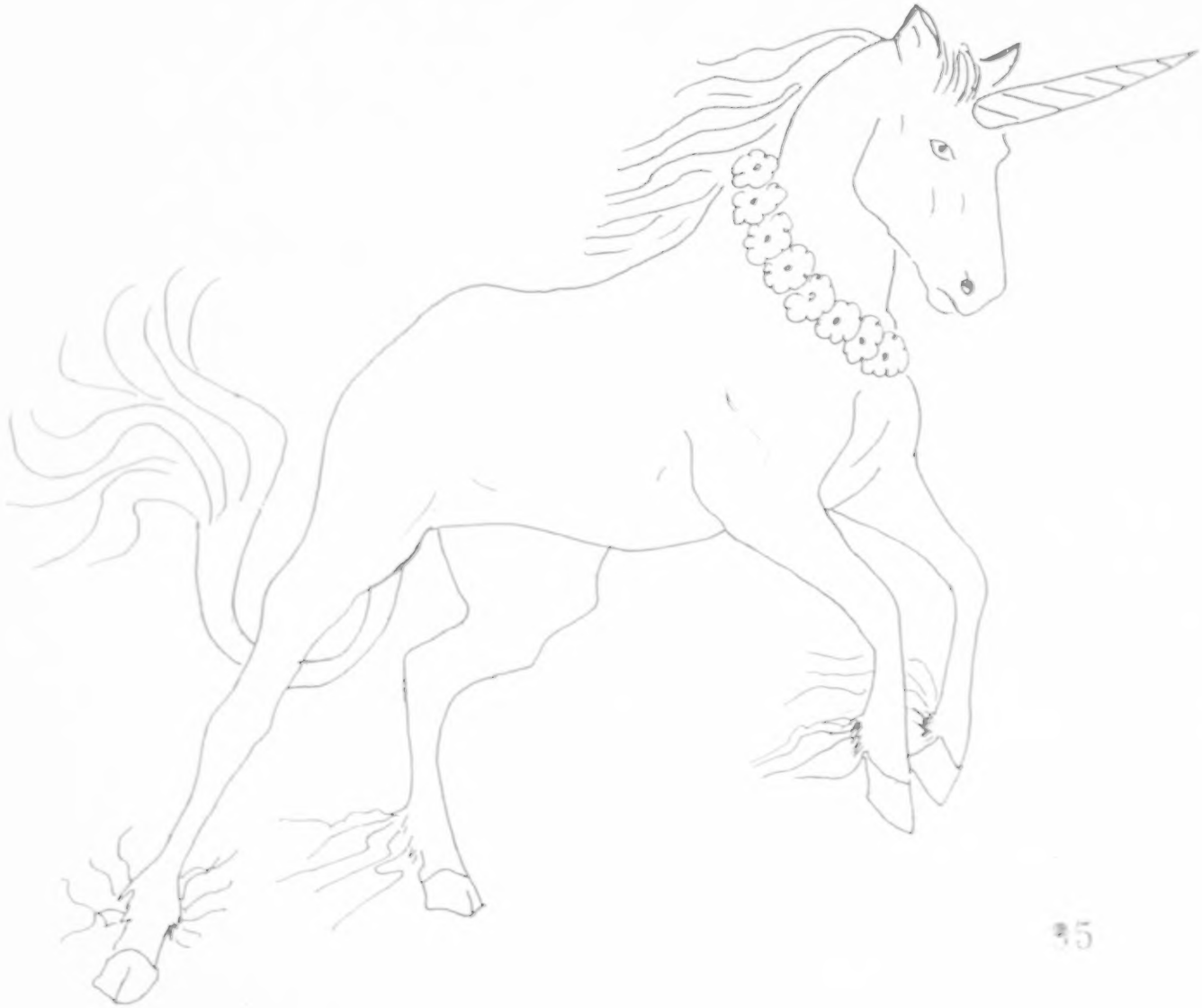

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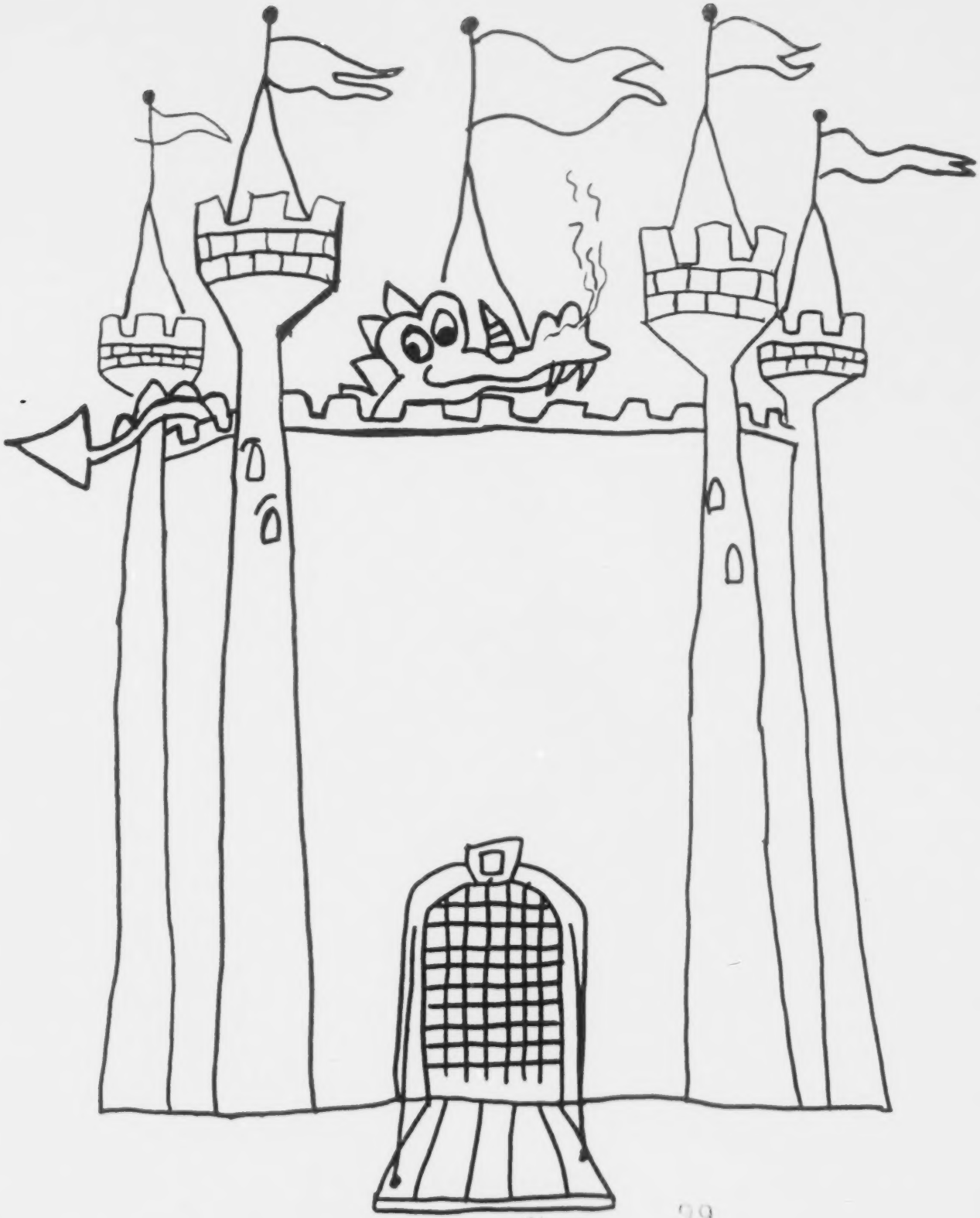


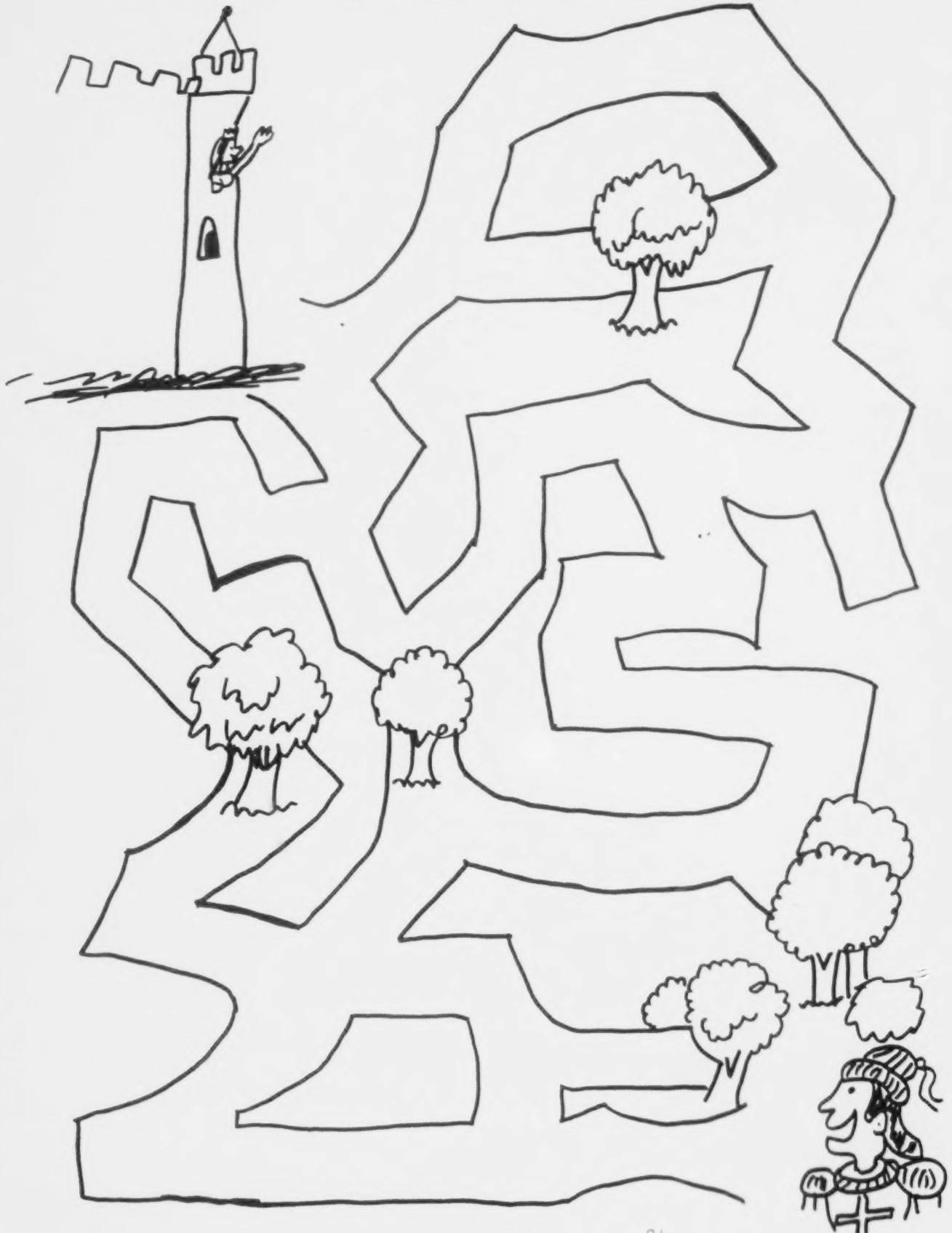
ORIGINAL GAMES AND PUZZLES
PREPARED BY:

Tracy Wilson
Eudora Welty Library
Jackson/Hinds Library System

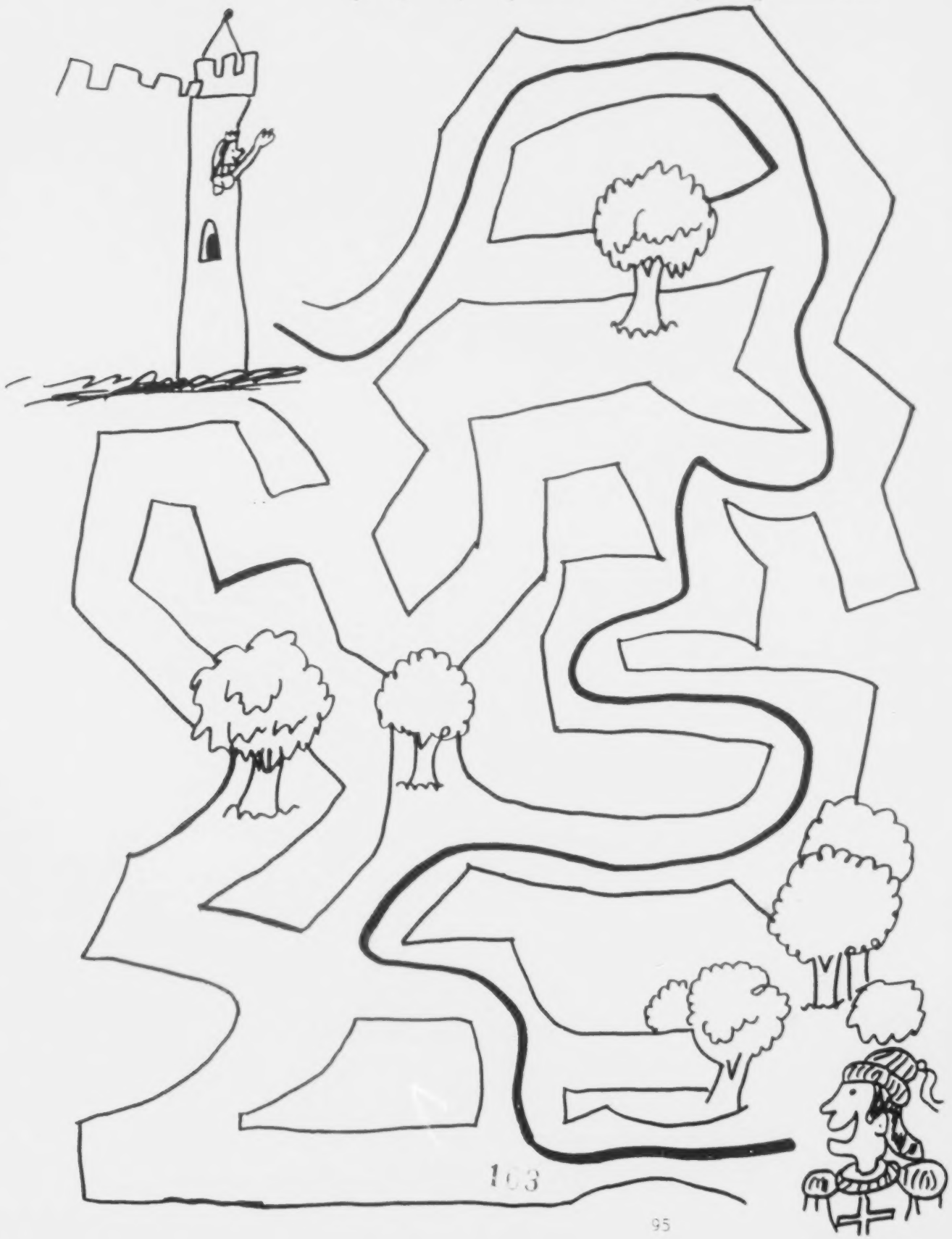
and

Jean Hudspeth
Outreach Services Consultant
Mississippi Library Commission

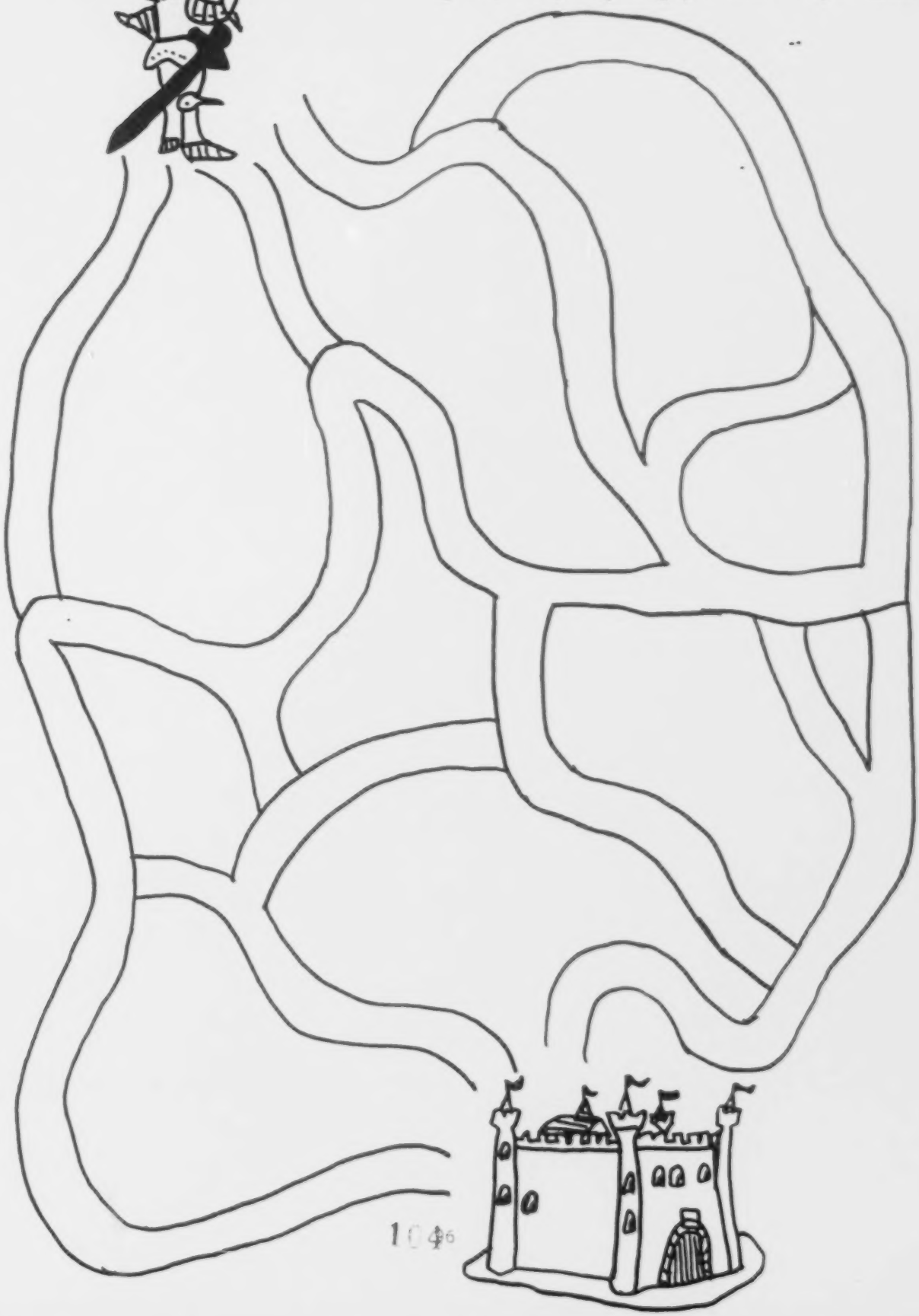
Help the Prince find his Princess.



Help the Prince find his Princess.



Help the Knight find the Castle.



Help the Knight find the Castle.

165 97

Find the 10 crowns.

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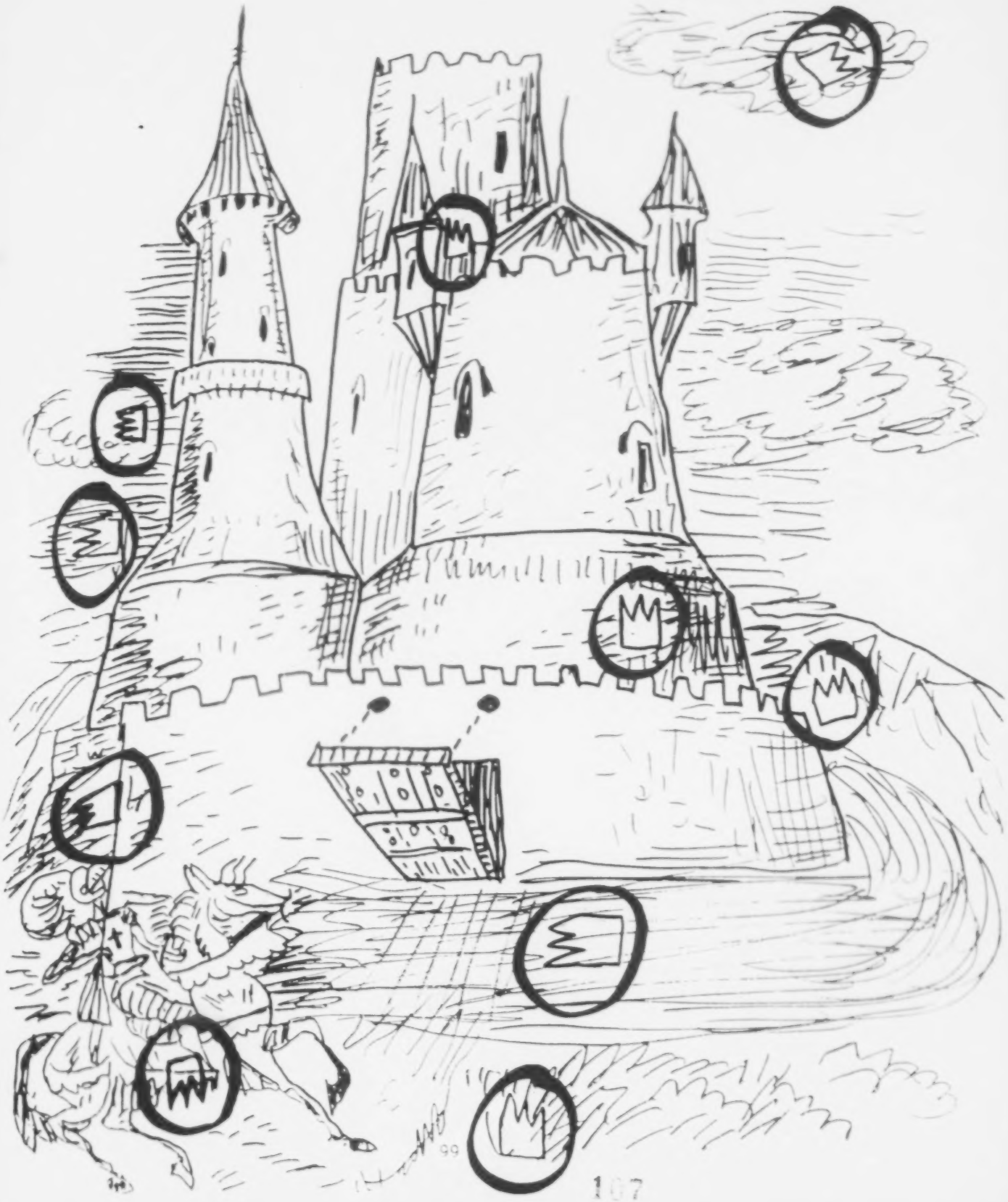
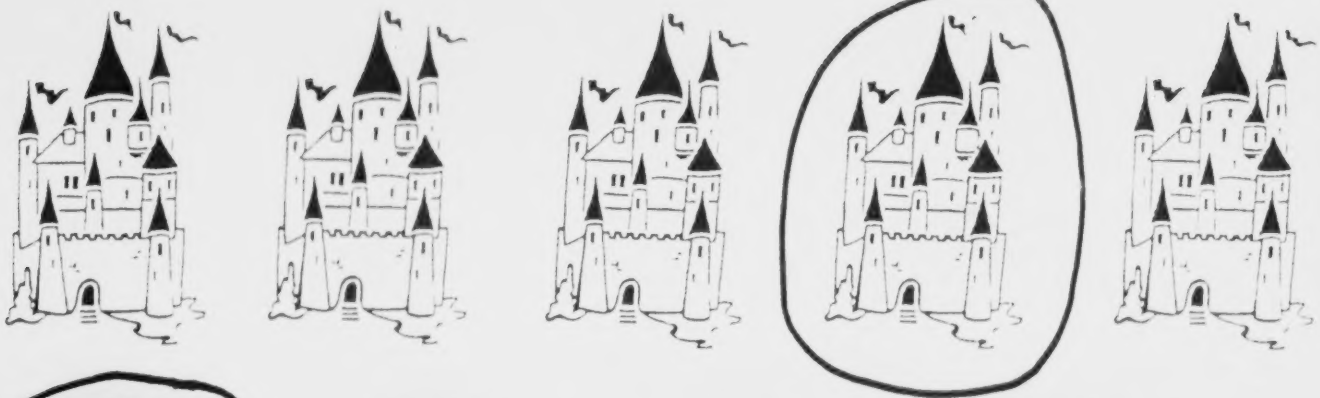
Find the 10 crowns.



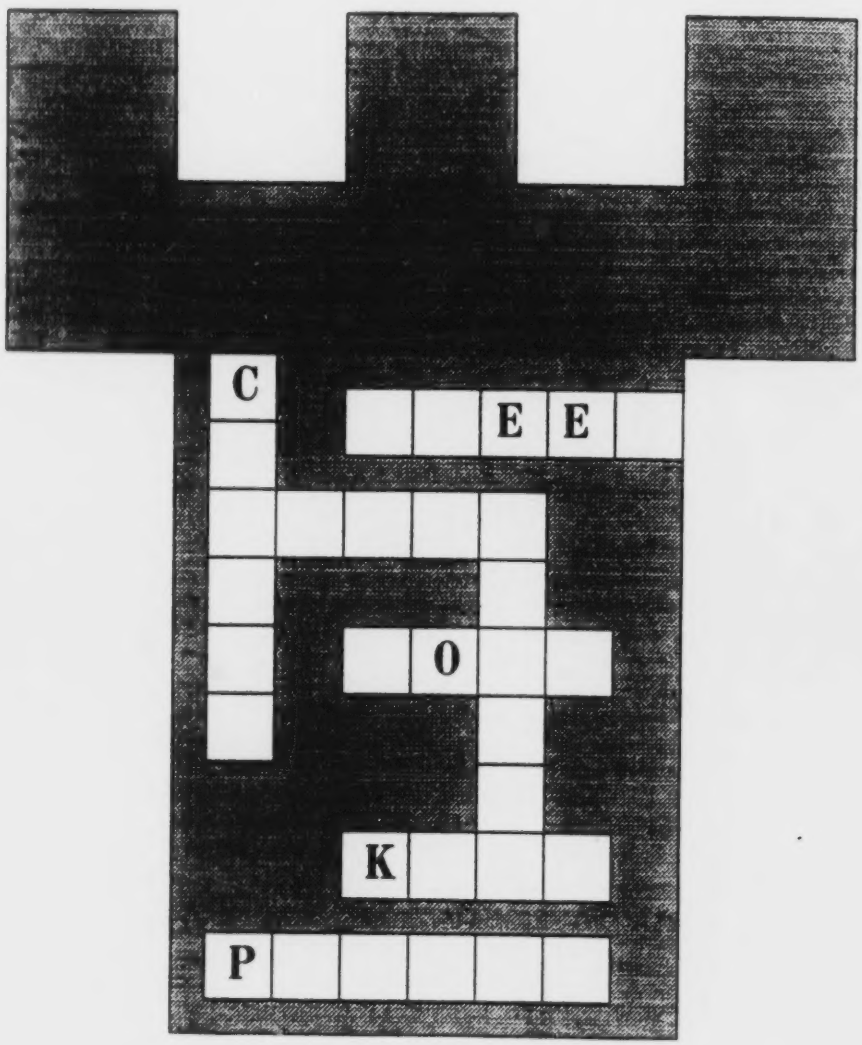
Circle the one that's different on each line.

Circle the one that's different on each line.



Fantasy Word Quest

Fill in the blanks with the words below.



castle
queen
prince
moat
king
dragon
sword

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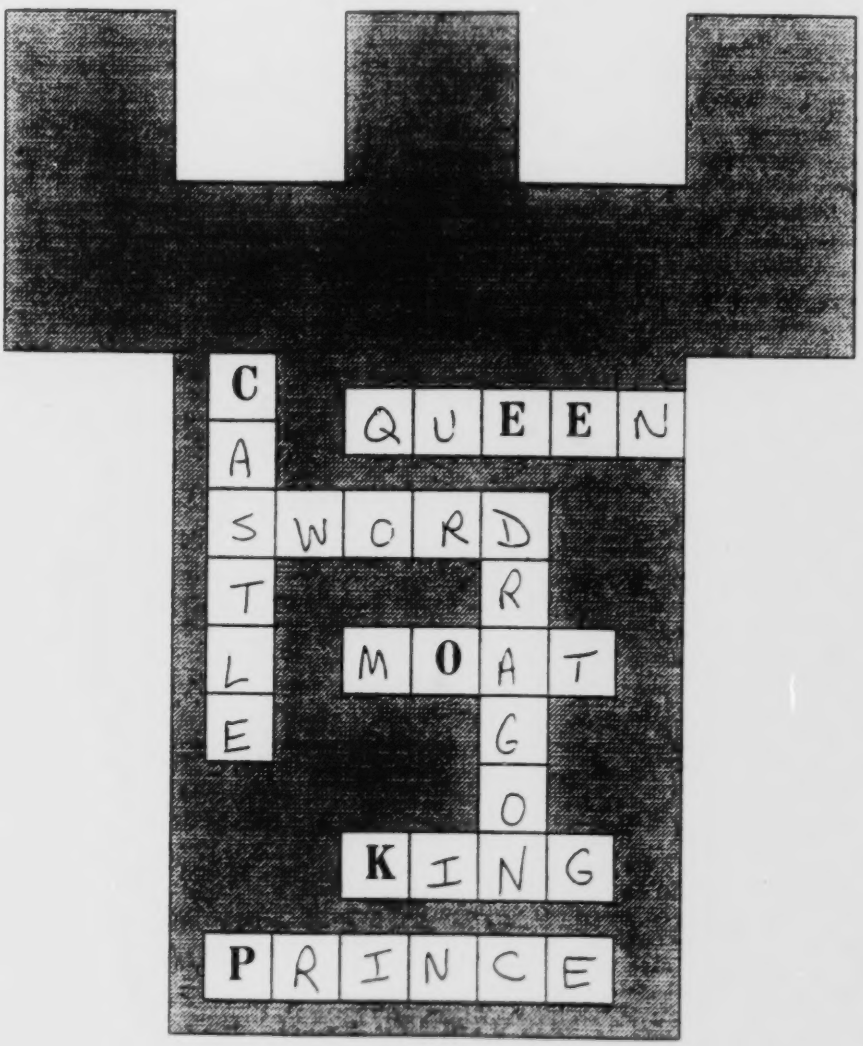
Fill in the blanks with the words below.

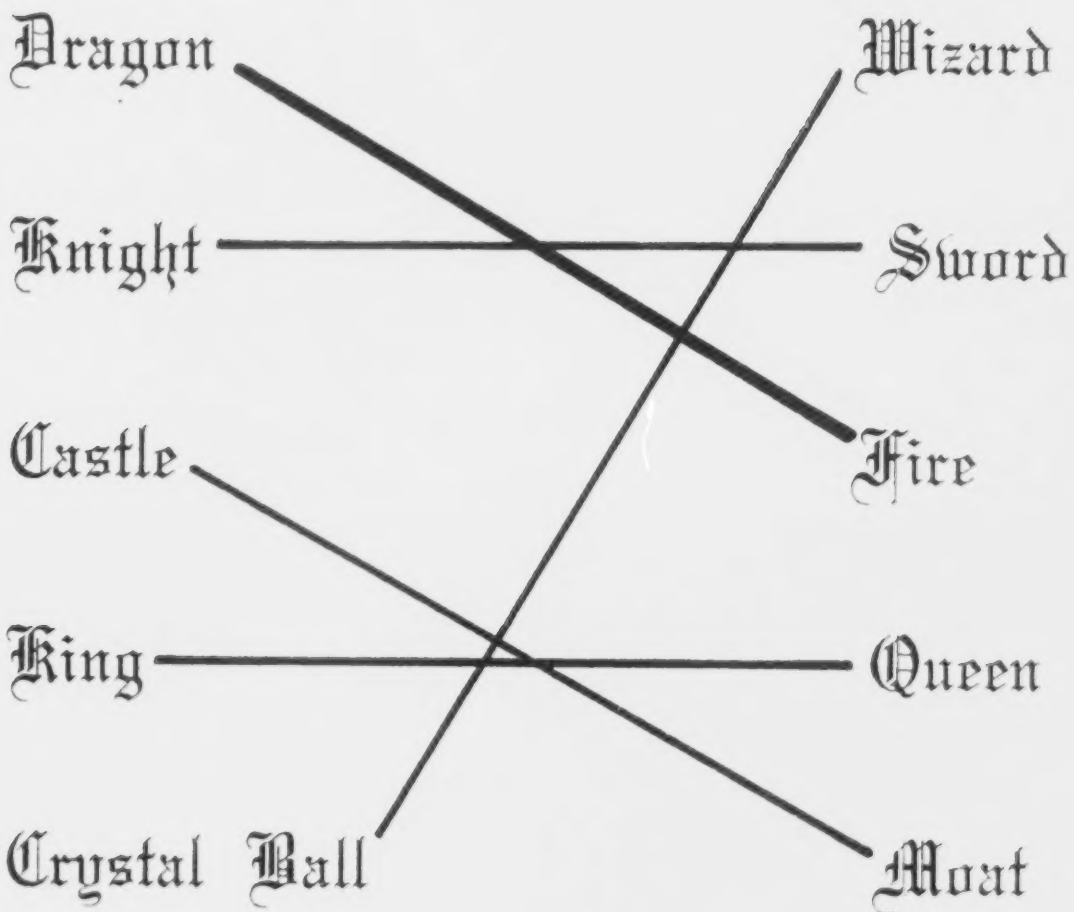


castle
queen
prince
moat
king
dragon
sword

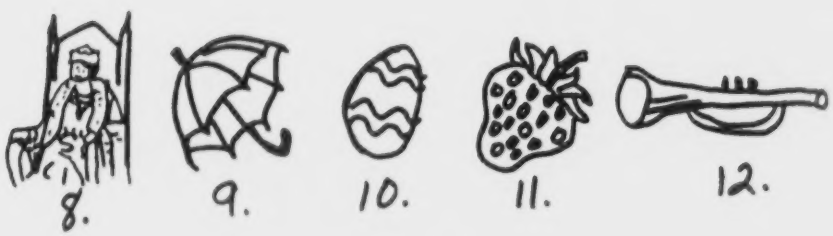
Match the words on the left to the words on the right.

Dragon	Wizard
Knight	Sword
Castle	Fire
King	Queen
Crystal Ball	Moat

Match the words on the left to the words on the right.



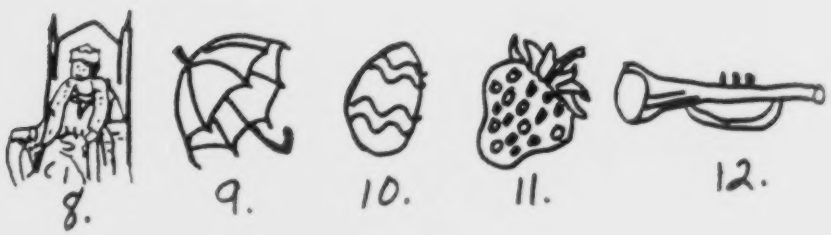
Take the first letter of the name of each object and fill in the numbered boxes below.



1	2	3	4	5	6	7

8	9	10	11	12

Take the first letter of the name of each object and fill in the numbered boxes below.



1	2	3	4	5	6	7
F	A	N	T	A	S	Y

8	9	10	11	12
Q	U	E	S	T

Locate the words and circle

Knights	Wizards	Gnomes	Woods
Castles	Magic	Quest	Darkclaw
Prince	Dragons	Sword	Warlord
Elves	Warrior	Moat	Princess

D R A G O N S P B O L M

K O Q U E S T T A O M A

N G T R Q W O O D S N G

I R N S V O B P Y E D I

G W W O M R D R E L A C

H I A U M D E I L T R W

T Z R R X E Y N L S K L

S A L V R A S C S A C Y

Z R O W N I F E E C L C

N D R O C H O S V I A A

Q S D X W L T R L J W R

P R I N C E S S E S K T

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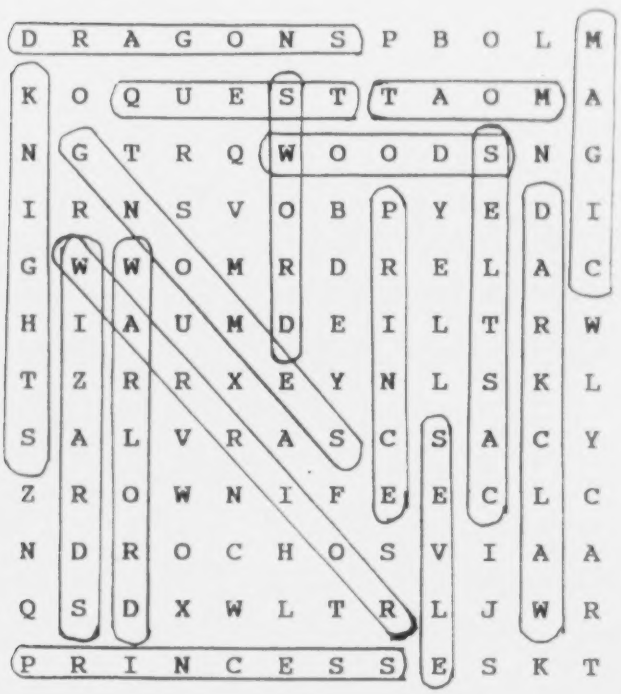
D R A G O N S P B O L M
K O Q U E S T T A O M A
N G T R Q W O O D S N G
I R N S V O B P Y E D I
G W W O M R D R E L A C
H I A U M D E I L T R W
T Z R R X E Y N L S K L
S A L V R A S C S A C Y
Z R O W N I F E E C L C
N D R O C H O S V I A A
Q S D X W L T R L J W R
P R I N C E S S E S K T

117

FRUITS AND VEGETABLES OF THE MIDDLE AGES
(Grades 3 - 6)

The children living during the Middle Ages had to eat their fruits and vegetables just as the children of today have to eat theirs. How many of the following vegetables popular during the Middle Ages and still eaten today can you find hidden in the sentences below?

APPLE BEANS PEACH CARROT DATE ENDIVE FIG
OLIVES PEAS RADISH STRAWBERRIES

1. "Sir Ken, dive to the bottom of the lake and look for the dragon," said the king.

2. "Sir Calip, each knight will greet the Queen when she arrives at the castle," said the king.

3. "Don't forget Lady Linda, tea is the favorite drink of King Arthur," said Queen Guinevere.

4. The dragon ate the knight's cap; please make him a new one.

5. Sir Conrad is here so the tournament can begin.

6. The figure of a knight on a large horse appeared just as the dragon came from the cave.

7. During the time of knights and dragons there was no such thing as a car, rotating motorized wheels had not been invented.

8. Dragons cannot jump easily over rivers; it is simpler for them to swim across.

9. The knight named Sir Waldo lives in a castle in the enchanted forest.

10. The challenge to fight the dragon will be answered by the bravest knight of all.

11. Hidden under the straw, berries too young to survive the frost tonight, will be protected from the cold.

FRUITS AND VEGETABLES OF THE MIDDLE AGES

(Grades 3 - 6)

(Answer Sheet)

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KING ARTHUR'S ROUND TABLE WORD FIND
(GRADES 3 - 6)

How many points can you earn by making new words from the letters from in the words ROUND TABLE. Award yourself 2 points for each one and two letter words, 4 points for each three or four letter word, 6 points for each five letter word, and 15 points for words of six letters or more. Award yourself an extra 25 points if you form at least one word beginning with each of 10 letters found in ROUND TABLE.

Number of 1 and 2 letter words	_____	X	2	= _____
Number of 3 and 4 letter words	_____	X	4	= _____
Number of 5 letter words	_____	X	6	= _____
Number of words with 6 or more letters	_____	X	15	= _____

Bonus: If you have at least one word beginning with each of the 10 letters found in ROUND TABLE, award yourself an extra 25 points _____

TOTAL _____

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

KING ARTHUR'S ROUND TABLE WORD FIND

(GRADES 3 - 6)

(Answer sheet)

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Number of 1 and 2 letter words	_____	X 2	=	_____
Number of 3 and 4 letter words	_____	X 4	=	_____
Number of 5 letter words	_____	X 6	=	_____
Number of words with 6 or more letters	_____	X 15	=	_____

Bonus: If you had at least one word beginning with each of the 10 letters found in ROUND TABLE, award yourself an extra 25 points _____

TOTAL _____

Some suggested words:

abet, able, ado, alone, are at, ate, bad, bale, band, bar, bare, barn, bat, bead, bean, bear, beat, bed, bend, bet, bland, blare, bleat, bled, blond, blue, blunder, blunt, boat, bold, bond, bound, bread, bun, bunt, burn, but, dale, dare, date, dear, debt, den, detour, do, dole, done, donut, double, doubt, due, ear, earn, eat, end, erode, lad, land, lane, late, later, lead, lean, learn, led, lend, let, load, lone, loud, near, neat, net, no, noble, nor, not, note, old, on, or, out, ran, rat, rate, read, red, rent, road, rob, role, rotund, rub, run, runt, tab, tabled, tale, tan, tar, tear, ten, tend, to, toe, told, ton, tone, tour, toured, trouble, tub, tube, turn, unable, under, urn

THERE ARE MANY MORE!

CASTLE WORD BUILDING PUZZLE

(Grades 3 - 6)

K + THE OPPOSITE OF DAY = — — — — — —	D + RAG + OPPOSITE OF OFF = — — — — — —
M + THE NAME OF A HOT BREAKFAST CEREAL = — — — — —	P + RAIN - A + RACE - RA = — — — — —
ARE - E + MOUSE - USE + R = — — — — — —	TOWN - N + ER = — — — — —
D + UNDER - DER + GET - T + THE OPPOSITE OF OFF = — — — — — — —	H + OR + SETS - T = — — — — — —
PRINT - T + CENTER - NTER + SS = — — — — — — — —	C + PAST - P + LESS - SS = — — — — — —

CASTLE WORD BUILDING PUZZLE

(Grades 3 - 6)
(Answer Sheet)

K + THE OPPOSITE OF DAY = K N I G H T	D + RAG + OPPOSITE OF OFF = D R A G O N
M + THE NAME OF A HOT BREAKFAST CEREAL = M O A T S	P + RAIN - A + RACE - RA = P R I N C E
ARE - E + MOUSE - USE + R = A R M O R	TOWN - N + ER = T O W E R
D + UNDER - DER + GET - T + THE OPPOSITE OF OFF = D U N G E O N	H + OR + SETS - T = H O R S E S
PRINT - T + CENTER - NTER + SS = P R I N C E S S	C + PAST - P + LESS - SS = C A S T L E

KING ARTHUR AND HIS KINGDOM WORD SEARCH

(Grades1-3)

For generations children (young and old) and adults as well have enjoyed the stories of this legendary king of great Britain and his noble knights. Find the words listed below. Words run across and down.

KING ARTHUR	LANCELOT	CAMELOT	MERLIN
GUINEVERE	ROUND TABLE	MOAT	KNIGHT
SWORD	LEGEND	CASTLE	KINGDOM
ARMOR	SHIELD	HORSE	GALAHAD

G A L A H A D V X M

Z K Q W C A S T L E

K I N G A R T H U R

N N H U M O A T Z L

I G O I E U L S L I

G D R N L N A H E N

H O S E O D N I G V

T M E V T T C E E Q

M Z V E K A E L N U

S W O R D B L D D Z

Q I O E Q L O Z M L

A R M O R E T K Z M

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(Grades1-3)

(Answer sheet)

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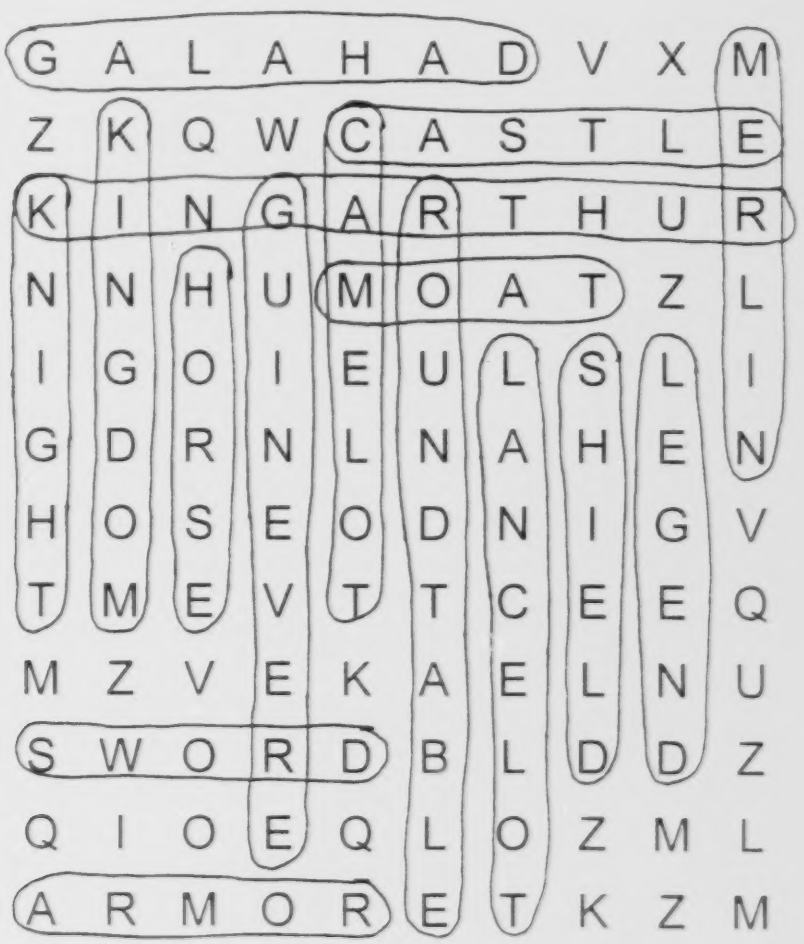
KING ARTHUR	LANCELOT	CAMELOT	MERLIN
GUINEVERE	ROUND TABLE	MOAT	KNIGHT
SWORD	LEGEND	CASTLE	KINGDOM
ARMOR	SHIELD	HORSE	GALAHAD


G A L A H A D V X M
Z K Q W C A S T L E
K I N G A R T H U R
N N H U M O A T Z L
I G O I E U L S L I
G D R N L N A H E N
H O S E O D N I G V
T M E V T T C E E Q
M Z V E K A E L N U
S W O R D B L D D Z
Q I O E Q L O Z M L
A R M O R E T K Z M

KING ARTHUR AND HIS KINGDOM WORD SEARCH

(Grades 4-6)

For generations children (young and old) and adults as well have enjoyed the stories of this legendary king of great Britain and his noble knights. Find the words listed below. Words run across and down.

KING ARTHUR	LANCELOT	CAMELOT	MERLIN
HOLY GRAIL	GAWAIN	GUINEVERE	ROUND TABLE
GREEN KNIGHT*	GALAHAD	TRISTRAM	EXCALIBUR
KNIGHT*	LADY*	PERCIVAL	SWORD
LADY OF THE LAKE*	LEGEND	CASTLE	GREAT BRITAIN
KINGDOM	DINADAN	MORDRED	MARK

*Both LADY and KNIGHT are found in two places in the puzzle; see if you can find them.

K I N G A R T H U R Z R S L
T L G U I N E V E R E O W E
R A E X C A L I B U R U O G
I N K I N G D O M G W N R E
S C A M E L O T X R H D D N
T E D I N A D A N E O T Z D
R L A D Y O F T H E L A K E
A O X C A S T L E N Y B N M
M T Q G A W A I N K G L I E
M O R D R E D Z X N R E G R
L A D Y B M A R K I A V H L
G A L A H A D V Q G I Z T I
P E R C I V A L Z H L X W N
Q G R E A T B R I T A I N V

KING ARTHUR AND HIS KINGDOM WORD SEARCH

(Grades 4-6)

(Answer Sheet)

For generations children (young and old) and adults as well have enjoyed the stories of this legendary king of great Britain and his noble knights. Find the words listed below. Words run across and down.

KING ARTHUR	LANCELOT	CAMELOT	MERLIN
HOLY GRAIL	GAWAIN	GUINEVERE	ROUND TABLE
GREEN KNIGHT*	GALAHAD	TRISTRAM	EXCALIBUR
KNIGHT*	LADY*	PERCIVAL	SWORD
LADY OF THE LAKE*	LEGEND	CASTLE	GREAT BRITAIN
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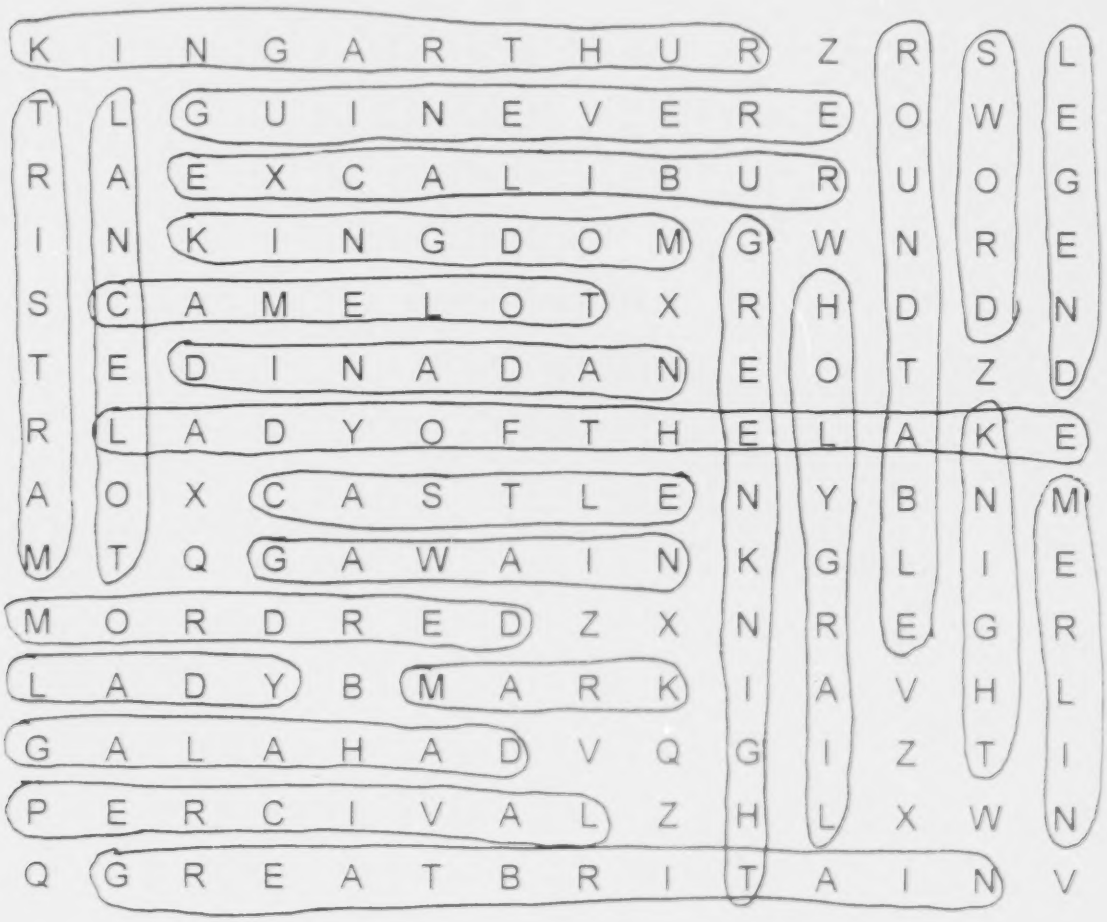
*Both LADY and KNIGHT are found in two places in the puzzle; see if you can find them.


K I N G A R T H U R Z R S L
T L G U I N E V E R E O W E
R A E X C A L I B U R U O G
I N K I N G D O M G W N R E
S C A M E L O T X R H D D N
T E D I N A D A N E O T Z D
R L A D Y O F T H E L A K E
A O X C A S T L E N Y B N M
M T Q G A W A I N K G L I E
M O R D R E D Z X N R E G R
L A D Y B M A R K I A V H L
G A L A H A D V Q G I Z T I
P E R C I V A L Z H L X W N
Q G R E A T B R I T A I N V

CRAFTS FROM THE MIDDLE AGES

CROWNS AND MORE

CROWN

Supplies:
Poster board or Paper bags
Pattern
Scissors
Glue
Glitter
Buttons, Large Sequins
Purple or Red Fabric cut in 14-inch squares
Poly-fil
Stapler

Directions:
Cut a piece of poster board measuring 24" X 4" or cut a 4 inch wide strip from the bottom of a paper bag. Cut one long edge of the poster board as shown in diagram A. Depending upon the age of the group, provide crown forms that have already been cut or provide patterns and allow the children to cut out their own crowns. Allow the children to personalize their crowns with "fur" (poly-fil) by gluing it to the base of the crown. Add "jewels" (buttons or sequins) to complete the royal decorations. Fit the crown on the child's head and staple the ends together. If using the variation, cut a piece of poster board measuring 12" X 2". Position the top band of the crown in place over the top of the child's head and staple in place. For a truly royal version, position the edges of a fabric piece inside the top edge and under the band of the crown. Fold the fabric in pleats to make it fit. Staple or glue the fabric in place. Glue the fabric to the top band at the center of the crown. If you are using a simple crown pattern, this craft would provide an excellent opening for a program. Children could prepare their crowns as they are waiting for the rest of the group to arrive. Allow the glue to dry during the program. At the conclusion of the program, fit the crown on the child's head and staple the ends together.

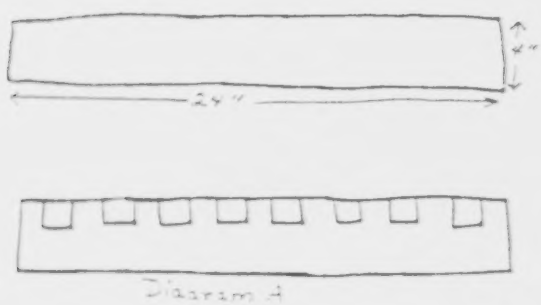
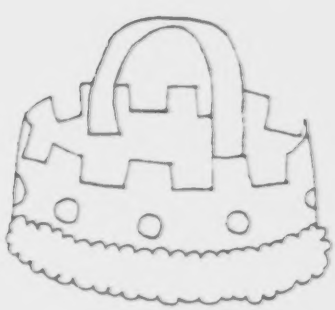


Diagram A



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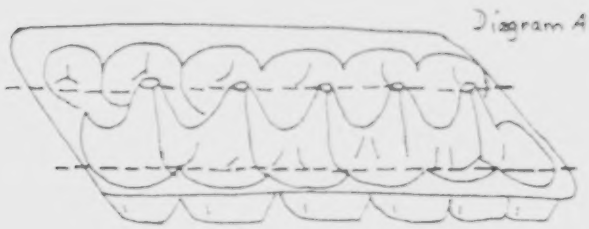
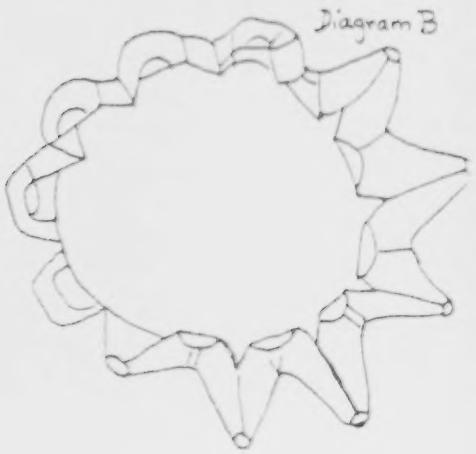
Egg Carton Crown

Supplies:
Cardboard Egg Carton
Large Beads - 5
Gold or Silver Metallic Spray Paint
Newspapers
Scissors
Glue
Stapler

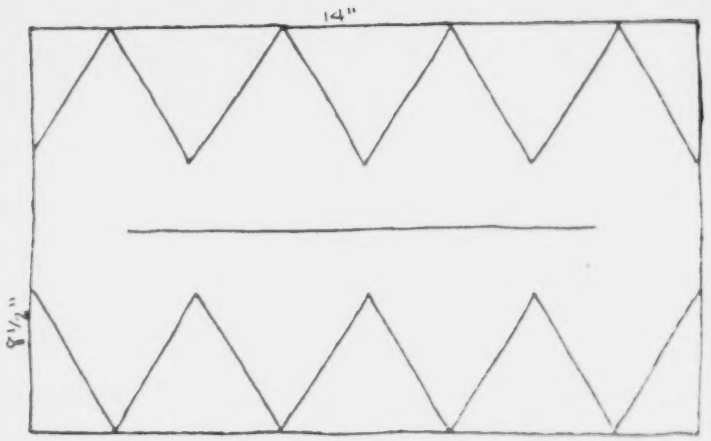
Directions:
Begin by removing the lid of the egg carton. Cut through the center of the egg cups on each side of the bottom of the egg carton as shown in Diagram A. Form a circle by attaching the center section of the egg carton to one section of the egg cup section by stapling each side (Diagram B). Spread out old newspapers in an area outside the library away from the building. The fine spray will drift and cover everything in its path. Spray paint the crown gold and allow to dry. After the crown has dried, glue a bead at the base of each pointed section of the crown or on top of each pointed section (Diagram C). Note: Be sure to ask the children to wear old clothes or provide painting smocks. Old men's shirts make wonderful smocks. This project would also make an excellent take home craft idea that the children could do with their parents.





Reprinted from "Castle Quest", 1987 Louisiana.

Quick and Easy Crown



Supplies:
White paper - 8 ½-inches by 14-inches
Magic Marker
Crayons
Scissors
Scotch Tape

Directions:
Using the magic marker draw the pattern shown on to the white paper. Reproduce the pattern for each child. Allow the children to color and decorate their crowns. Then allow them to cut out the edges of the crown. An adult or teen volunteers should cut the center slit open, stopping 2-inches from each end. Put the crown on the child's head. If it is too small, carefully lengthen the slit. If it is too big, tape one end of the slit closed to shorten it. Now the children may be Kings or Queens of the "Kingdom of Read".

Reprinted with permission from "Summer Quest", Wisconsin, 1992.

Lady-in-Waiting Circlet

Supplies:
Star garland - gold or silver
Curling ribbon - 2 coordinating colors
Scissors
Wire cutter

Directions:
Cut one 23-inch piece of star garland. Cut one 23-inch piece of curling ribbon from each color of ribbon. Wind the ribbon loosely around the star garland. Fasten by winding the ends of the garland and ribbon around each other to form a circle. Cut three (3) pieces of each color of curling ribbon measuring 72 inches in length. Fold the lengths of ribbon in half over the back of ribbon and garland circlet. Cut one 36-inch piece of curling ribbon. Gather the long ribbon pieces together and tie them together using the 36-inch piece of ribbon. Tie in a small bow at the back of the circlet allowing the remaining ribbon to hang down with the longer pieces of ribbon. Finish the headdress by loosely curling all the lengths of ribbon. Use bobby pins to fasten the circlet in place.

Fair Maiden Hat

Supplies:
Poster board or 11" x 17" Construction Paper
Crepe Paper Streamers
Poly-fil
Gold Foil Wrapping Paper
Large Sequins
Yarn
Glue
Glitter
Tape
Scissors
Paper Punch

Directions:
Cut the poster board or construction paper in a quarter circle with a 16-inch radius. Bring the edges of the quarter circle together, overlapping slightly, and staple together. Decorate the Maiden's hat by applying a strip of glue around the bottom of the hat. Place "fur" trim (poly-fil) over the glue. Glue "jewels" (large sequins) to the hat or apply glitter bands to the hat. Cut two 36-inch strips of crepe paper streamers. Fold the streamers in half and insert them into the top point of the hat. Tape the ends of the streamers in place inside the top of the hat. Punch a hole in each side near the bottom of the hat. Thread a piece of yarn through each hole and tie in a knot. Tie the yarn in a bow under the child's chin to keep the hat in place.

Wizard's Hat

Using the supplies listed above, substitute navy blue or black poster board or construction paper to form the hat. Follow the directions as listed above to cut and form the hat shape and tie fasteners. Omit directions for applying the "fur" trim and "jewels". Cut crescent moon and star shapes from the gold foil wrapping paper and glue them to the hat.

Jester's Hat

Supplies:
Brown or white paper lunch bag
Cotton balls
Gold Glitter
Scissors
Glue
Pencil
Paint Brush
Stapler

Directions:
Open the lunch bag and cut out the bottom of the bag. Fold up the bottom of the bag to form a 2-inch band. Cut petal shapes at the top of the bag. Wrap the petals around a pencil to curl them slightly to the outside of the hat. Brush a light coating of glue on the cotton balls and sprinkle them with gold glitter. Glue a cotton ball to the end of each petal. If the hats do not fit, adjust them by stapling a pleat at the base of the hat.

Knight's Helmet

Supplies:
One Gallon Plastic Milk Jug
Paper Fasteners
Sharp Scissors or Knife
Paper Punch
Magic Marker
Masking Tape
Scotch Tape
Paper Twist or Construction Paper
Aluminum Foil

Directions:
Using a sharp scissors or knife, carefully cut the top off of a one gallon milk carton. Following the dotted lines, in Diagram A, cut out the section at the front of the milk jug. Cover the entire helmet with aluminum foil. On the piece that has been removed, use the magic marker to draw a visor. Cut out the visor and cover it with aluminum foil. Punch a hole on each side. Punch a hole on each side of the milk jug about 1/3 of the distance from the top. Place a paper fastener through the hole on the visor and through the hole on the helmet. Place a piece of masking over the paper fastener. Now the visor may be raised and lowered. Cut 4 pieces of paper twist measuring 8 inches in length. Unroll the paper twist and stack the pieces on top of each other. Make 3/4 inch curved cuts in the paper twist at 1 inch intervals to within 2 inches from the bottom of the paper twist. This will create the illusion of a feathered plume. Roll the uncut bottom portion of the paper twist up together. Secure the ends with scotch tape. Cut a small hole in the center of the top of the helmet. Insert the paper twist plume and secure it on the inside with masking tape. Adjust the "feathers" of the plume.

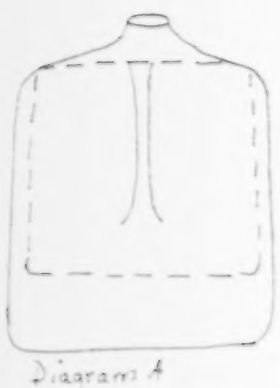
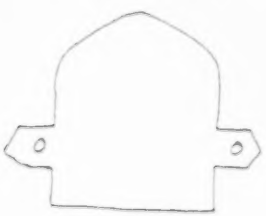
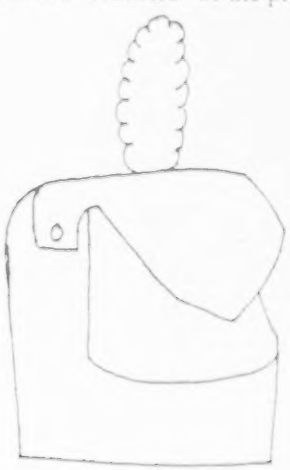


Diagram A





Knight's Shield

Supplies:
Butcher Paper
Cardboard or Poster Board
Markers
Glue
Packing Tape
Sharp Scissors or Knife

Directions:
Cut a large piece of butcher paper depending upon the size of shield you wish to create. Fold the paper in half lengthwise and draw a pattern on the butcher paper rounding the bottom outside edge. Cut out the drawing and unfold it for a full size pattern which can then be traced on a piece of cardboard or poster board. Cut out the shield. (Note: If you are using a sharp knife to cut the heavier cardboard, be sure that adult or teen volunteers do the cutting!) Cover the shield with butcher paper on both sides, folding the butcher paper and taping as necessary. Using Magic Markers, decorate the shield. Ideas for decorating the shields may be found in the Heraldry books in your collection. Have the children decorate their shields to reflect their interests or family names. Cut a strip of cardboard or poster board measuring 3-inches wide X 11-inches long. Measure in 2-inches from each end and score the cardboard or poster board so that it will fold. Using the packing tape, secure the strip to the center back of the shield. Slip the shield over your left arm and you are ready to do battle.

Knight's Sword

Supplies:
Sheet of newspaper
Pencil or Wood Dowel
Aluminum Foil
Scotch Tape
Scissors

Directions:
Lay two or three sheets of newspaper on a flat surface. Place the pencil or wood dowel across one corner of the newspaper and begin rolling the newspaper very tightly over the pencil or wood dowel. Continue to roll the newspaper until you have reached the opposite corner. Tilt the newspaper upright and let the pencil or wood dowel fall out. Place a piece of tape around the roll of newspaper to fasten the body of the sword together. Make a diagonal cut across the end and tape together. Wrap the entire tube in aluminum foil and tape in place. Trim and tape the point end shut. At the other end, measure 8-inches and fold back toward the body of the sword, bending so that a curved handle is formed. Make a 1-inch fold at the end and hold it flat against the roll. Securely tape the handle in place.

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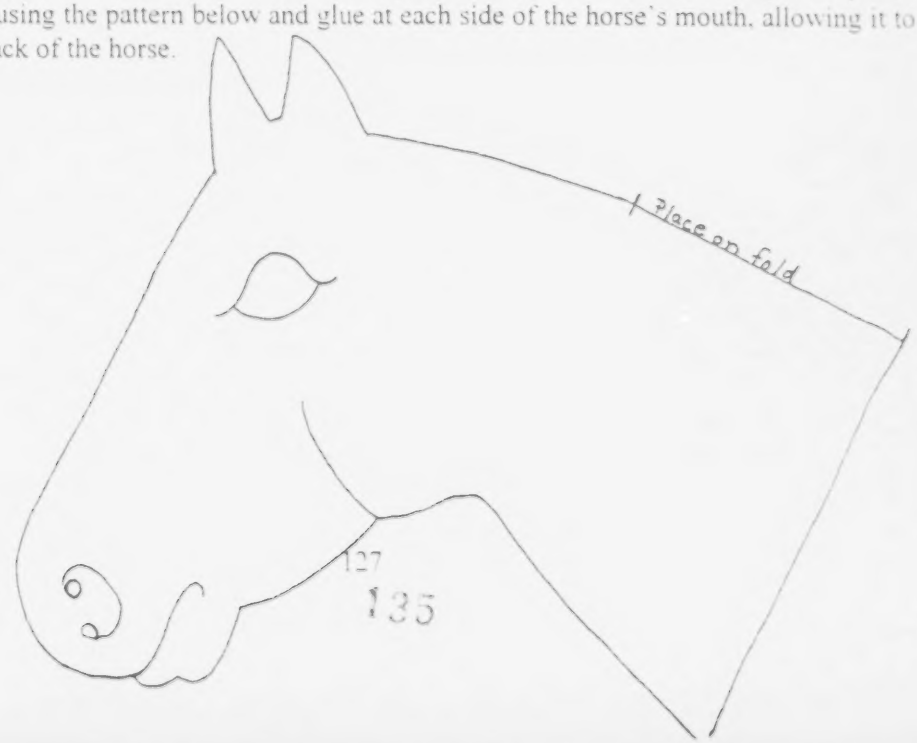
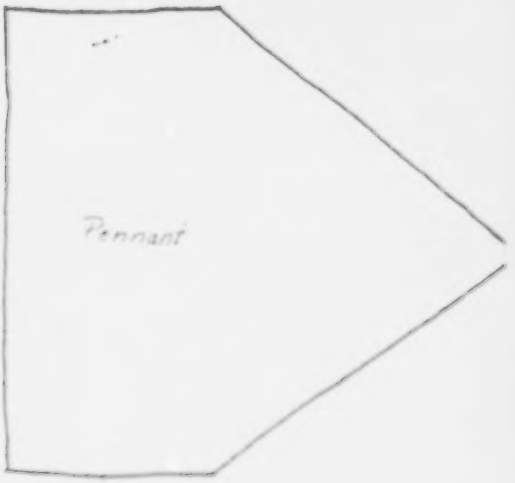
Knight's Trusty Stead

Supplies:
Cardboard toilet paper tube
Construction paper - variety of colors
Magic Markers
Popsicle sticks
Yarn - Black, Brown, Gray
Glitter
Glue
Scissors
Sharp Knife

Directions:
Measure the length of the cardboard tube and around the center of the tube allowing at least a ½ inch overlap. Cut a piece of brown, black or gray construction paper according to these measurements. Apply glue to the cardboard tube and cover it with the construction paper. Fold a sheet of construction paper in half and place the pattern shown below on to the construction paper, having one ear and the neck of the horse on the fold. Trace around the pattern. Cut out the horse's head and use a magic marker to transfer the markings for the eyes, nose and mouth. Place the horse's head over one end of the cardboard tube and glue in place. Cut pieces of yarn in 2-inch lengths and glue them to the head for the mane and forelock. Cut pieces of yarn into 3-inch lengths and tie them together. Glue the tail in place. Using the sharp knife, cut 4 short slits in the bottom of the cardboard tube. Insert the popsicle sticks, adjusting them so that the horse stands level. Measure the distance from the table or hard surface that the horse is standing on to the other side of the horse. Cut a bright colored piece of construction paper this length and wide enough so that it will cover the body of the horse. Decorate this piece of construction paper with the magic markers, construction paper cut-outs, or glitter. Fold the decorated covering over the back of the horse and glue in place. Cut out a bridle using the pattern below and glue at each side of the horse's mouth, allowing it to drape over the back of the horse.

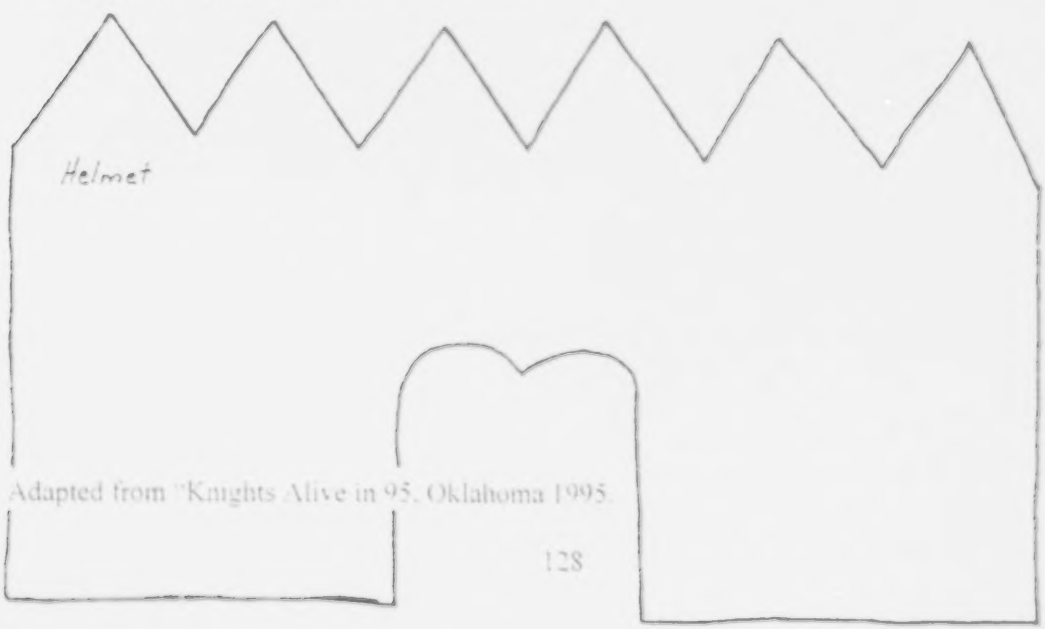




Cardboard Tube Knights

Supplies:
Cardboard Paper Towel Tube
Aluminum Foil or Silver Foil Wrapping Paper
Construction Paper - Pale Pink and assorted colors
Straw
Magic Markers
Pencil
Glue
Scotch Tape

Directions:
Cut one piece of aluminum foil or silver foil wrapping paper measuring 6" X 8 ½". Cut one piece of pink construction paper measuring 3" X 8 ½". Tightly wrap the pink paper around one end of the cardboard tube and tape it in place. Using a magic marker, draw on eyes, a moustache and any other facial features desired. Tightly wrap the foil or silver paper around the other end of the tube having it even with the bottom edge, and tape in place. Cut one piece of foil or foil wrapping paper measuring 1" X 8 ½". Lightly fold this piece in half to determine the center. Centering the arm piece on the back of the knight, tape the arm piece to the back of the knight. Use a pencil to curl the ends of the arm piece. Using the pattern included below, cut the helmet. Place it around the head end of the cardboard tube and tape in place. Carefully fold in the pointed pieces until they meet in the center and tape in place. (Note: the helmet may be removed.) Cut a 3" X 3" square from the foil or foil wrapping paper. Fold the square in half and round off one end of the square to form the shield. Decorate the shield with construction paper shapes. Tape the shield in place on the knights left arm. Cut one pennant from the pattern included below. Wrap the pennant around the straw and tape in place. Place the straw in the knight's right hand and tape in place. Make several of these brave knights to guard the castle from intruders.



Adapted from "Knights Alive in 95, Oklahoma 1995.

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CASTLES, CASTLES, CASTLES!

Figure A

Milk Carton Castle

Supplies:
Half Gallon Cardboard Milk Carton
Gray or Tan Construction Paper - 11" X 17"
Magic Marker
Scissors
Sharp Knife
Scotch Tape

Directions:
Completely open the milk carton and wash it out with soap and water. Dry it thoroughly. Cut the top off of the carton. Draw the battlements along one 17-inch side of the construction paper. Cut along the lines drawn. (See Figure A.) Wrap the construction paper around the milk carton and tape in place. Using the magic marker, create a pattern of stones, windows, and a door. The milk carton castle makes a wonderful place to store your "treasures".

Spool Castles

Supplies:
White Plastic Spools - Small and Large
White Cardboard Square (The cardboard backing out of napkin packages is perfect!)
Toothpicks
Construction Paper
Glue
Magic Markers
Scissors

Directions:
Begin by stacking the spools on top and beside each other until your castle is the size and shape that your desire. Now you may begin to glue your castle together by gluing one section at a time. Be careful so that you do not knock the rest of the castle over! If the paper end pieces are still on the spool, white craft glue will adhere better. When you have finished gluing one section, spread a small amount of glue on the bottom spool and attach it to the white cardboard. After you have finished gluing all the sections of the castle together and fastening them to the cardboard, cut windows and portals from the construction paper and glue them in place. Cut small flags from brightly colored construction paper. Apply a thin strip of glue on the wide end of the flag, and wind it around a toothpick. Glue it in place in the center of the spool on top of each castle section. Use the magic markers to draw in the moat, grass, and rocks on the cardboard base of the castle.

Cardboard Castles

Supplies:

Cardboard Box
Cardboard Paper Towel Tubes - 4
Cardboard Toilet Paper Tubes - 6
White Poster Board
Brown Wrapping Paper
Brown Marker
Drinking Straws
String
Construction Paper
White Craft Glue
Transparent Tape
Scissors
Sharp Knife
Heavy Cardboard Sheet

Directions:

Beginning ½ inch from each corner, make 3/4-inch deep cuts at 1-inch intervals around all sides of the top of the box. Fold down alternate cut areas to form the battlements. Make a 2-inch deep cut ½ inch in from each corner and trim out the corner of the box. Cover the box with the brown wrapping paper. Cut pieces of wrapping paper to cover the cardboard tubes and glue in place. Use the marker to create stones on the brown paper covering the box and turrets. Hold a cardboard paper towel tube next to the corner of the box. Make two marks on the tube where it meets the box. Cut two long slots from the base of the tube. Slide the tube over each corner of the box. Measure the top of the castle keep inside the battlements. Cut a piece of poster board to these measurements. Insert this piece of poster board inside the battlements trimming to adjust fit. Remove cardboard sheet, cover with brown paper, and apply glue to the folded-in tabs. Reinsert the cardboard sheet and press into place to form the roof of the castle. Cut a sheet of cardboard 8-inches larger than the castle keep. Use glue to mount the box and attached turrets in the center of this flat sheet of cardboard. Cut four (4) circles with a diameter of 3 1/4" from the poster board. Divide the circle in 4 equal portions. Cut out one of the quarters of the circle. Bring the edges together, overlapping them slightly to form a cone and glue in place. When dry, color the cone dark brown and cut a small amount off the top of the cone. Make ½ inch deep cuts on the top of the castle turrets, folding the tabs in slightly. Apply glue to the tabs and position the cone on top of the turret. To form the outside walls of the castle, cut pieces of cardboard 3 5/8" X 11". Cut evenly spaced battlements along one side of the cardboard pieces. Cover the walls with brown paper and use the brown marker to draw lines indicating stone blocks. Cover the toilet paper tubes with brown paper and mark off stones. Make a cut 1" and 1 ½" from the bottom of the wall in each end. Fold in the tab. Make ½" deep cuts at one end of the toilet paper tubes. Fold down alternate pieces to create the battlements. Cut four cardboard circles with a 1 5/8" diameter and cover with brown paper. Apply glue to the folded-in tabs and place the circle inside the battlements. Cut a slit in each side of a cardboard toilet paper tube. Insert the cardboard walls into the slots and fasten in place by taping the tabs to the cardboard tubes. After the outside walls are constructed, glue them in place around the edge of the heavy cardboard sheet. To complete the castle, cut the drinking straws in half. Cut 4 bright colored pennants from construction paper. Glue them to one end of the drinking straw. Insert the other end of the drinking straw in the holes in the cones at the top of the turrets and fasten in place.

Fairy Tale Castle Variation: Assemble the entire castle omitting the steps wrapping all pieces in brown wrapping paper. Spray paint the entire castle white. While the paint is still wet, sprinkle the entire castle with iridescent glitter.

Sugar Cube Castle

Supplies:

2 (1 lb.) Boxes of Confectioner's Sugar
6 Egg Whites
1 tsp. Cream of Tartar
1 tsp. Vanilla or Almond Extract
10 (1 lb.) Boxes of Sugar Cubes
Medium-sized Bowl
Electric Mixer
Cookie Sheet
Small Spatula
3 Index Cards (4-inch)
White Poster Board 9" X 9"

Diagram A

Directions:

In bowl, combine egg whites, cream of tartar, and vanilla or almond extract. Beat with electric mixer until the whites form stiff peaks. Add confectioner's sugar, gradually a little at a time, and continue beating until all of the sugar has been added. Set aside. On the tray arrange the first row of sugar cubes in an open square as shown in Diagram A. Use the spatula to apply the frosting as "mortar" to attach the sugar cubes to each other. As you build up, spread frosting on each row of cubes and between the cube. Build up five more rows of cubes. Lay an index card across the opening at the front of the castle. When you build the next row of cubes, fill in the opening with 6 sugar cubes "mortared" together side by side. Do not apply frosting to the bottom of these cubes. (Remove the card when the frosting has dried.) Continue to build up the castle in solid rows until it is 10 rows high. When applying the next 2 rows, leave 1-cube openings for 4 windows, centered on each side of the castle wall. Lay cards across the openings and add 4 more rows of solid cubes. Do not apply frosting to the bottoms of the cubes that cover the window openings. Spread frosting on one side of the poster board. Carefully "mortar" the roof in place with the frosted side up. On each corner, build the turrets. Each turret is 5 cubes on each side and 4 rows high. Add cubes on top of the turrets and edges of the roof to create battlements. Add balconies on the side and back windows by building out from the walls of the castle and creating battlements at the top of the balconies. Add trim above and below the windows on the front wall and at the base all around the castle. Create the 2 doors of the castle by building each 3 cubes wide and 7 cubes high. Attach 1 cube on the front of each door for a "door knob". "Mortar" the doors in place at an angle to create the illusion that the doors of the castle are open. The castle may be lighted by placing a small flashlight inside the front corner so that it cannot be seen. When the castle is dry, it may be placed on a piece of heavy cardboard that has been covered with cotton batting to create a "wintery" effect. Cover sugar cones with green icing to create fir trees. The moat may be created by crumpling blue plastic wrap and gluing it in a circle around the castle.

Alternative Ideas:

The sugar cube castle could be used in your displays, and the children could build smaller versions as a craft project. To save time and the mess, this castle could also be created out of sheets of white Styrofoam. The walls of the castle could be created as single pieces with windows, doors, and battlements cut in each section with a sharp knife. The walls could be fastened together with toothpicks or hot glue for a more lasting finish. Use the knife to score the Styrofoam to create the effect of stone blocks. Balconies and trim could be cut from the scraps. When the castle has been completed, brush each surface one at a time with white craft glue and sprinkle with iridescent glitter.

Enchanted Cookie Castles

Supplies:
Graham Crackers
Frosting
Miniature Marshmallows or Gumdrops
Hershey Bar
Red String Licorice
White Poster Board

Directions:
Cut a 6-inch square of poster board. Apply frosting to the edges of graham cracker sections and press them together to create a square. Use frosting to mount the graham cracker walls to the poster board. Cut a piece of poster board to fit the top of the graham cracker square and cement it in place with frosting. Frost the top of the poster board to create the roof. Set miniature marshmallows or gumdrops around the edge of the roof at 3/8 inch to ½ inch intervals to create the battlements. Spread the bottom of a Hershey bar with frosting and mount it on the poster board for a drawbridge. Use frosting to anchor one piece of red licorice to the castle walls on each side of the drawbridge. Place a dab of frosting on the Hershey bar. Stretch the string of licorice out and secure the end in the frosting.

Castles of Sand

Supplies:
Sand
White Glue
Water
Castle Coloring Sheets
Paint Brushes
Paper Cups
Plastic Tablecloths

Directions:
Reproduce one of the castle coloring sheets for each preschool child. Spread plastic tablecloths on the floor. Place sand in a paper cup for each child. Bend the top of this cup together. This will allow the child to control the amount of sand being sprinkled from the cup. In another paper cup, mix the glue with a small amount of water to thin it. Brush the glue over the Castle picture. Sprinkle the sand over the drawing. Allow to dry. When the picture is dry, shake the extra sand off on to the plastic tablecloths. If weather and setting permit, this activity could be moved outside on the lawn.

FIRE BREATHING DRAGONS

Dragon Mask

Supplies:
Dragon Mask Reproducible
Crayons
Scissors
Glue
Paper Punch
Elastic Cording

Directions:
Reproduce the Dragon Mask pieces for each child. Have the children color and cut out the mask pieces. Cut of the eye holes along the dotted lines. Cut along Line A on both sides of the mask. Apply glue to both Tab A sections. Overlap both Line A sections on top of the Tab A sections. Cut along Line B. Fold both Side B sections up. Fold the bottom portion of the mask along the dotted line between Line B and Line C. Apply glue to both Tab B sections. Place both Side B sections on top of the Tab B sections. Cut along Line C. Apply glue to Tab C and overlap Line C on top of Tab C. Apply glue to Tab D and Tab E. Place them behind the mask along the dotted lines at the top of the mask. Punch a hole on each side of the mask at the black circles. Thread a piece of elastic cording through the mask and knot it securely. Now all of the dragons may swish their tails and parade around the library. (Note: If there are not teen volunteers available during preschool programming, this craft could be used as a Parent/Child Take Home Activity for Preschoolers.)

Dragon In His Den

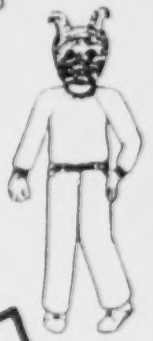
Supplies:
Styrofoam or Paper Cup
Drinking Straw
Small Dragon Reproducible
Crayons
Scissors
Scotch Tape

Directions:
Reproduce the small dragon from the Clip Art section of the manual so that there is one for each child. Give each child a cup and a straw. Have the children color and cut out their dragon. When the dragons have been colored, tape the dragon on to the top of the drinking straw. Use the scissors to poke a hole in the bottom of the Styrofoam or paper cup. Holding the cup right side up, push the straw through the hole allowing the dragon to slide into his den.

DRAGON

1. Color and cut out the Dragon mask

2. Cut along lines A.
3. Apply paste to tabs A and overlap lines A on top of tabs A.



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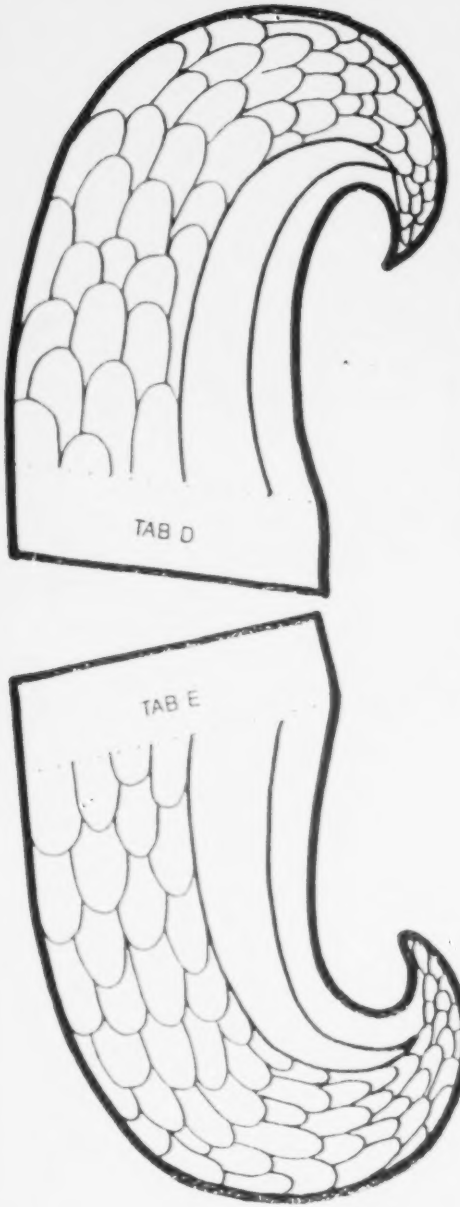
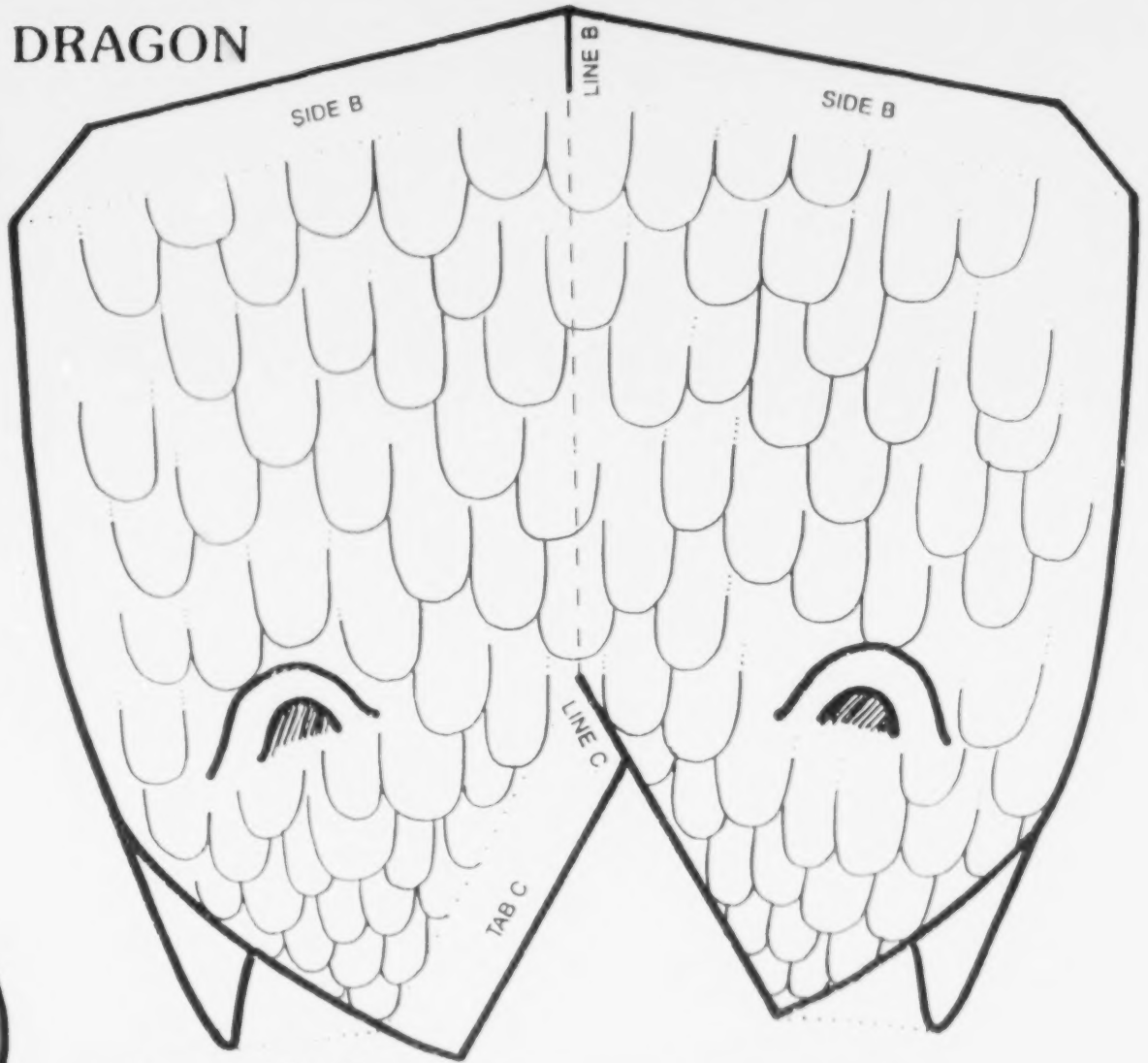
DRAGON



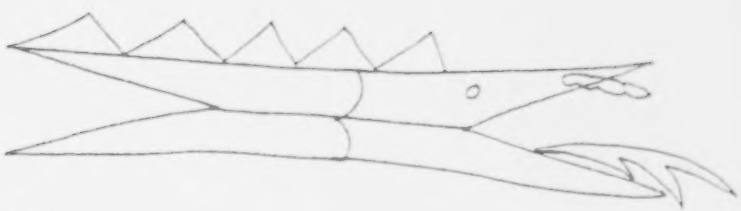


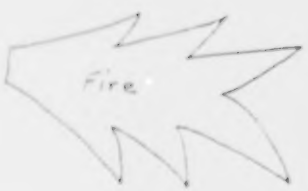
4. Cut along line B.
5. Fold sides B upwards. Paste sides B on top of tabs B.
6. Cut along line C.
7. Apply paste to tab C and overlap line C on top of tab C.
8. Apply paste to tabs D and E and paste to the top of Dragon's head.

Clothes Pin Dragons

Supplies:
2 Snap clothes pins
Green Chenille Stick
Red Construction Paper
2 Small Moveable Eyes
Black Magic Marker
Poly-fill
Scissors
Glue
Double-sided Tape

Directions:
Place the snap clothes pins together by inserting one inside the other at the hinge end. Glue eyes on each side right in front of the hinge. Using red construction paper, cut out the fire from the pattern below. Glue the straight edge of the flame to the top on the bottom piece of the clothes pin. Use the magic marker to draw two nostrils on each side of the head of the dragon. Roll a small piece of poly-fil together between your palms. Apply a small drop of glue in the center of the nostril and attach the poly-fil or "smoke". Bend the green chenille stick to look like the dragon's large pointed scales. Place a 4-inch piece of double-sided tape on the back of the clothespin having one end even with the end of the clothes pin. Press the bent chenille stick on to the tape.





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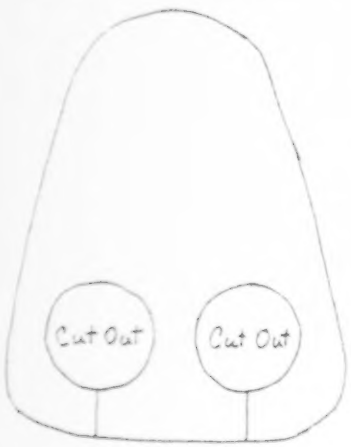
Dragon Finger Puppets

Supplies:
Dragon Reproducible
Crayons
Scissors
Stapler

Directions:
Reproduce the small dragon pattern pieces below. Cut out the dragon and the finger puppet section. Allow the children to color the dragon. Staple the finger puppet section to the back of the dragon.



Thumb Print Dragons

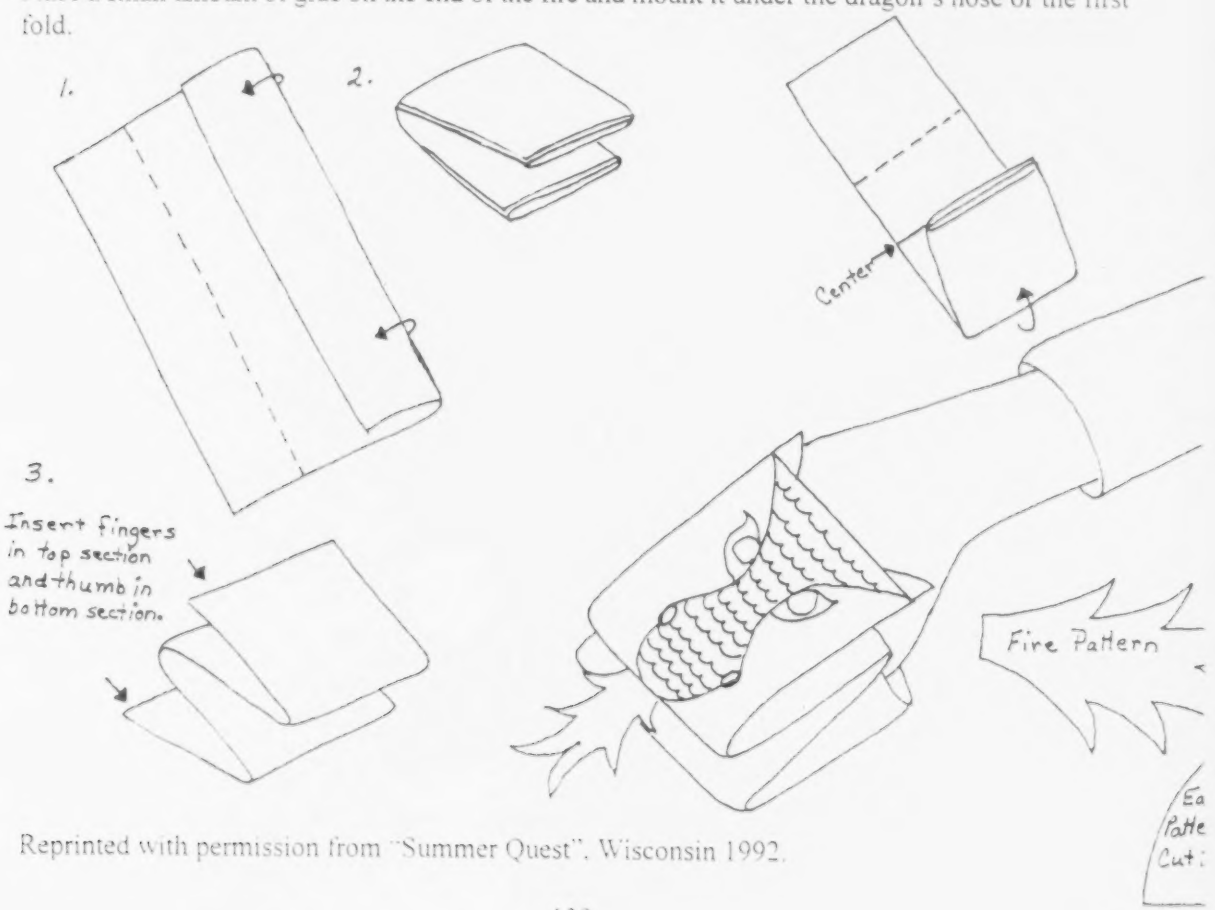
Supplies:
Green Ink Pad
Index cards - white, unlined
Green Marker - fine point
Red Marker - fine point
Baby Wipes

Direction:
Pass out one index card to each child. Assist them in placing their thumb on the ink pad and then placing it on the index card. Clean fingers with a baby wipe. Use the green marker to draw on scales and a tail. Add a head and wings at the other end of the thumb print. Use the red marker to draw the dragon's fiery breath. Now everyone has a very special dragon to take home in their pocket.

Folded Dragon Puppet

Supplies:
Green Paper - 2 sheets measuring 8 ½" X 11" (Note: Do not use construction paper.)
Red Construction Paper
Markers or Crayons
Glue
Scissors

Directions:
Place the green paper on the table lengthwise. Fold the paper in thirds as shown in Diagram 1. Fold the paper in half, then fold each end in to the center fold as shown in Diagram 2. Reverse the center fold so fingers may be inserted into the folds as shown in Diagram 3. Use the markers or crayons to add the dragon's face. From another sheet of green paper, cut 2 ears according to the pattern below. Use the pattern below to cut the fire from the red construction paper. Apply a small amount of glue to the bottom of the ear, and place the ears against the folds on the upper edge of the top fold. Place a small amount of glue on the end of the fire and mount it under the dragon's nose or the first fold.



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Dragon Bag Puppets

Supplies:
Dragon Patterns
Paper Lunch Bag
Poly-fil
Crayons
Scissors
Glue

Directions:
Reproduce the Dragon Bag Puppet pieces for each child. Allow the children to color and cut out their dragon head. Apply glue to the back of Part A and place it over the bottom of the folded paper bag with the dotted lines against the outside fold. Apply glue to the back of Part B and place it on the body of the bag with the dotted lines against the inside fold as shown in the diagram. Roll 2 small pieces of poly-fil between your palms to create "smoke". Place a small drop of glue in the center of the nostril and press one piece of poly-fill into the glue. Place another small drop of glue on the underside of the bag in the area of the other nostril and press the second piece of poly-fil into the glue.

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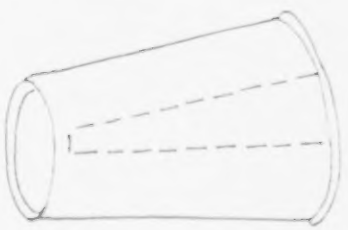
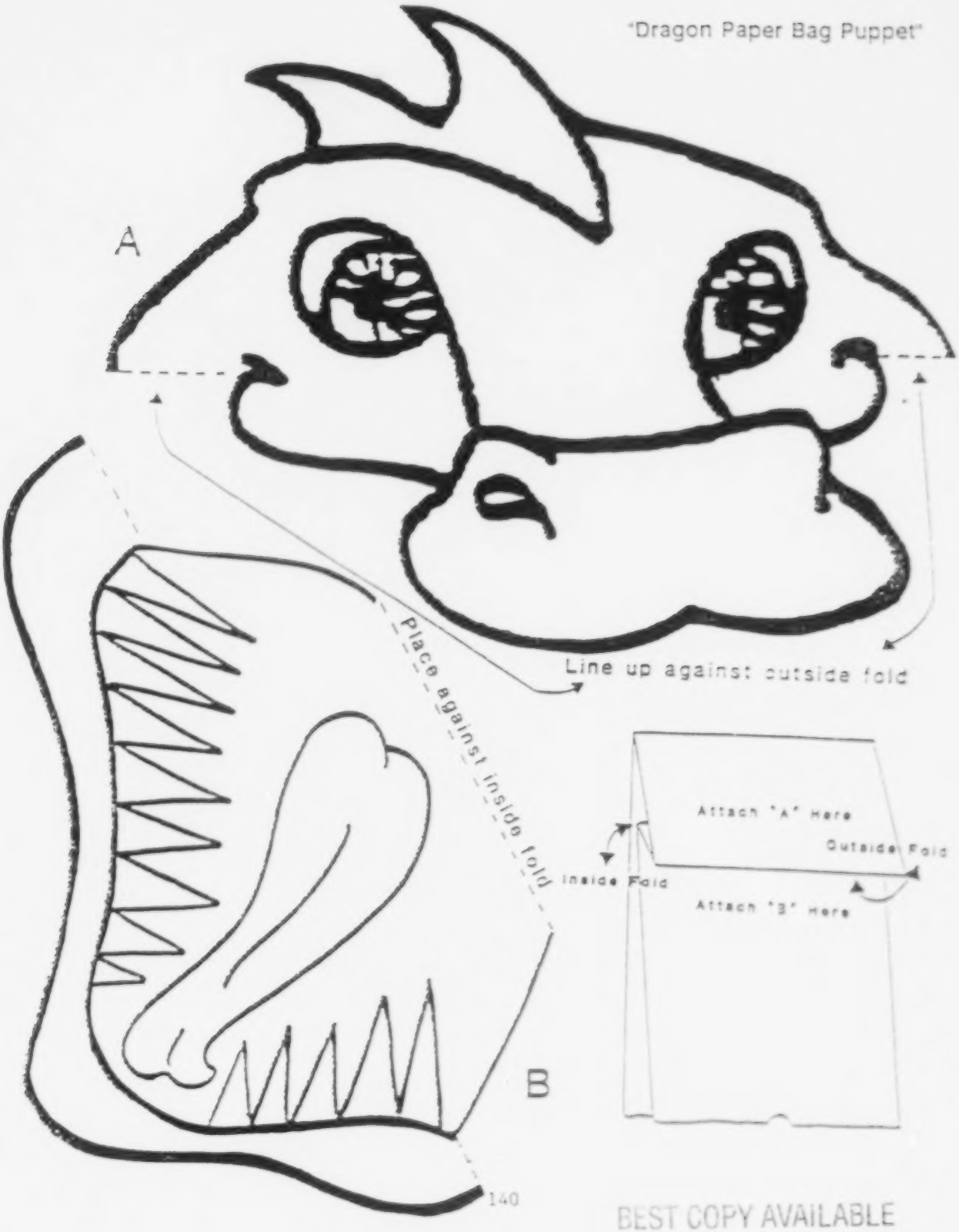
Dragon Kite I

Supplies:
Paper Cup
Construction Paper - measuring 11" X 17" in a variety of colors
Large Moveable Eyes with shank back
Twist Ties
Magic Marker
Scotch Tape
Scissors
Hole Punch
String



Directions:
Cut away a section on each side of the paper cup. Use a piece of red construction paper to cut out flames. Place these in the dragon's mouth and tape in place. Poke a small hole on each side in the top of the cup. Insert the shank of the eye through the hole. Thread the twist tie through the shank and twist securely. Cut a piece of construction paper measuring 2-inches wide and 17-inches long. Decorate the strip with scales. Fold the strip in accordion pleats. Round off one end of the strip and tape it to the bottom of the cup. Punch two holes close to the opening in the top and bottom of the dragon's mouth. Thread a 6-inch piece of string through each hole and knot it securely. Tie the ends of both strings together in a knot. Thread a 36-inch piece of string through the two strings and knot.

"Dragon Paper Bag Puppet"



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Flying Dragon

Supplies:
Styrofoam or Paper Plates - 6
String
Construction Paper
Markers or Crayons
Crepe Paper Streamers
Wood Dowel - 8-inch length
Paper Punch
Scissors

Directions:
Use the markers or crayons to draw a dragon face on one of the paper plates. Draw scales on the additional paper plates. Punch 4 equidistant holes in the edges of the paper plates. Cut the string in 8-inch lengths. Beginning with the dragon face, thread the string through the holes in the paper plates. Tie the string around the edge of the paper plate. Continue threading and tying the string connecting each of the paper plates. Glue crepe paper streamers to the sides of each paper plate forming the body of the dragon. Thread a 12-inch piece of string through each of the holes in the dragon face. Pull the strings together toward the front of the dragon and knot them. Tie a long piece of string to the wood dowel. Wind the string around the wood dowel. Tie the end of the other end of the string to the group of strings at the front of the dragon. As the children run with their kites, the dragons will fly. Celebrate your good luck as you have seen a flying dragon.

Dragon Kite II

Supplies:
Two Dragon Coloring Sheets (one must be a reverse copy)
Cardboard Paper Towel Tube
Tissue Paper Streamers
Red Construction Paper
Glue
String

Directions:
Cut the cardboard paper towel tube ½ inch shorter than the length of the dragon. Punch a hole on each side of the tube 1-inch from the top. Insert the string through the holes and tie the string in a knot 2-inches above the end of the tube, leaving a 36-inch string to fly the kite. Have the children color both dragons. Glue them to each side of the tube. Cut out a fiery tongue and glue to the tube between the heads. Attach tissue paper streamers to the tube at the tail of the dragon.

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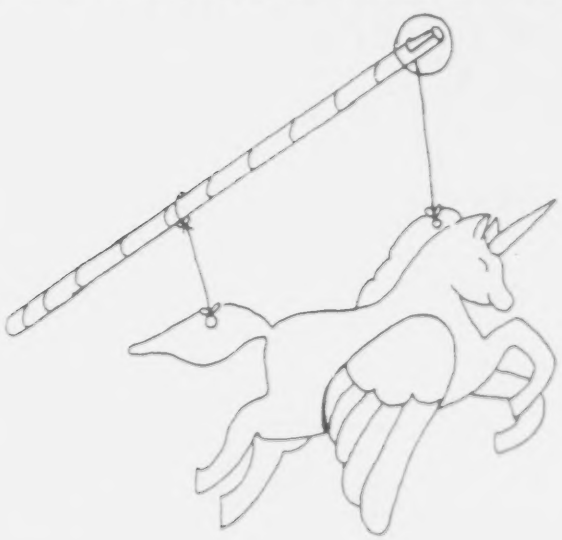
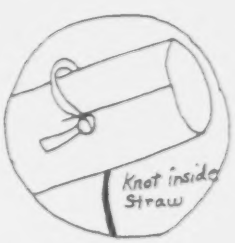
MAGICAL UNICORNS

Flying Unicorns

Supplies:
Reproducible Unicorn
Drinking Straw
Crayons
Scissors
String
Tape
Glue
Paper Punch

Directions:
Reproduce the unicorn for each child. Color and decorate the unicorn and carefully cut it out around the outside edges. (Note: If you are using this with a preschool group, have the unicorns cut out prior to the program.) Fold along the dotted line and cut out the top section between the mane and tail. Glue or tape the body, head, horn, and legs of the unicorn together. Do not glue the wings together. Fold the wings up. Use the paper punch to make holes as indicated on the mane and tail. Cut 4-inch and a 6-inch pieces of string. Insert the 4-inch piece of string through the tail and knot it. Insert the 6-inch piece of string through the hole in the mane and knot it. Make a ½ slit at one end of the drinking straw. Tie a knot in the end of the string for the mane and insert it through the slit as shown. Tie the free end of the short string around the straw.





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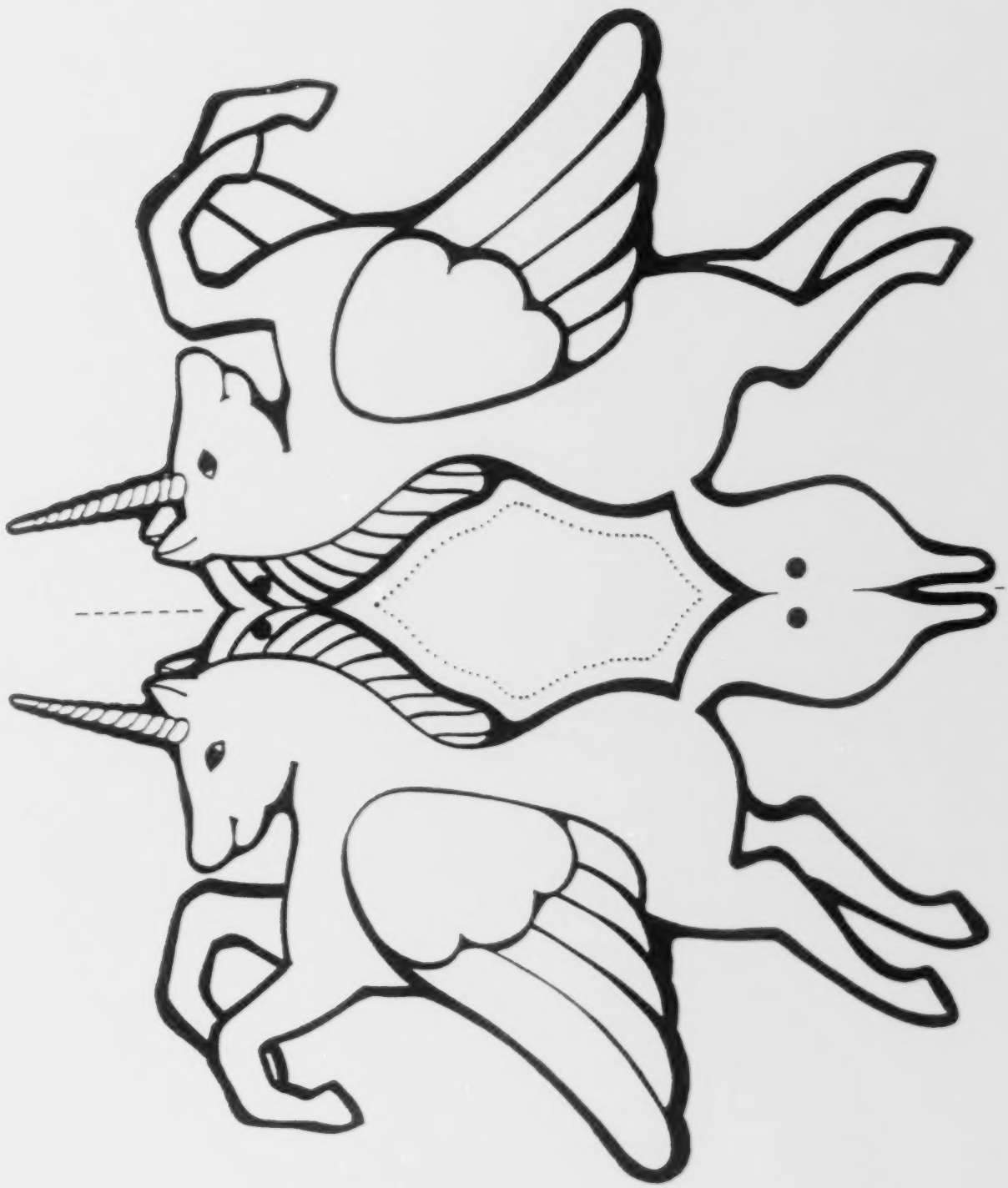


MEDIEVAL MISCELLANY

Black Bird Pie

Supplies:
2 Paper Plates - 6-inch size
Black and Yellow Construction Paper
Brown Crayons or Markers
Glue
Rubber Cement
Scissors

Directions:
Cut a 4-inch wedge shape out of one paper plate. Now use the marker to make teardrop vents on the bottom of this paper plate. Place the two paper plates together with the right sides facing each other. Hold in place until the rubber cement has begun to set. While the "pie" is drying, give each child two bird shapes, two wings, two eyes, and two beaks. Instruct the children to glue the wing, eye, and beak to the bird's body. When the birds are completed, slip them into the pie.

Queen of Hearts Puppet

Supplies:
Red and Yellow Construction Paper
2 White Chenille Sticks - 12-inch lengths
Plastic Drinking Straw
Black Crayons or Markers
Red Thread - 10-inch length
Tape
Glue
Scissors

Directions:
Use the patterns to cut the large and small heart shapes out of red construction paper. Reproduce the crown pattern on the yellow construction paper, cut out, and punch a hole ½" from the top in the center of the crown. Give each child one large heart, four small hearts, 2 chenille sticks, and one crown. Draw eyes and a mouth on the large heart using the crayons or marker. Glue the crown to the top of the heart. Tape one chenille stick in the center back of the large heart for the arms. Tape a small heart at each end of the chenille stick. Bend the second chenille stick in half, and tape to the back at the bottom of the heart. Tape a small heart at each end of the chenille stick. Thread one end of the thread through the hole in the crown. Cut a slit in one end of the drinking straw. Knot the other end of the string and slip it through the slit in the straw with the knot on the inside of the straw. The Queen of Hearts is ready to dance and play at her tea party.

Stained Glass Window I

Supplies:
Stained Glass Reproducible
Plastic Wrap or Tissue Paper - variety of colors
Scissors
Tape
Scissors

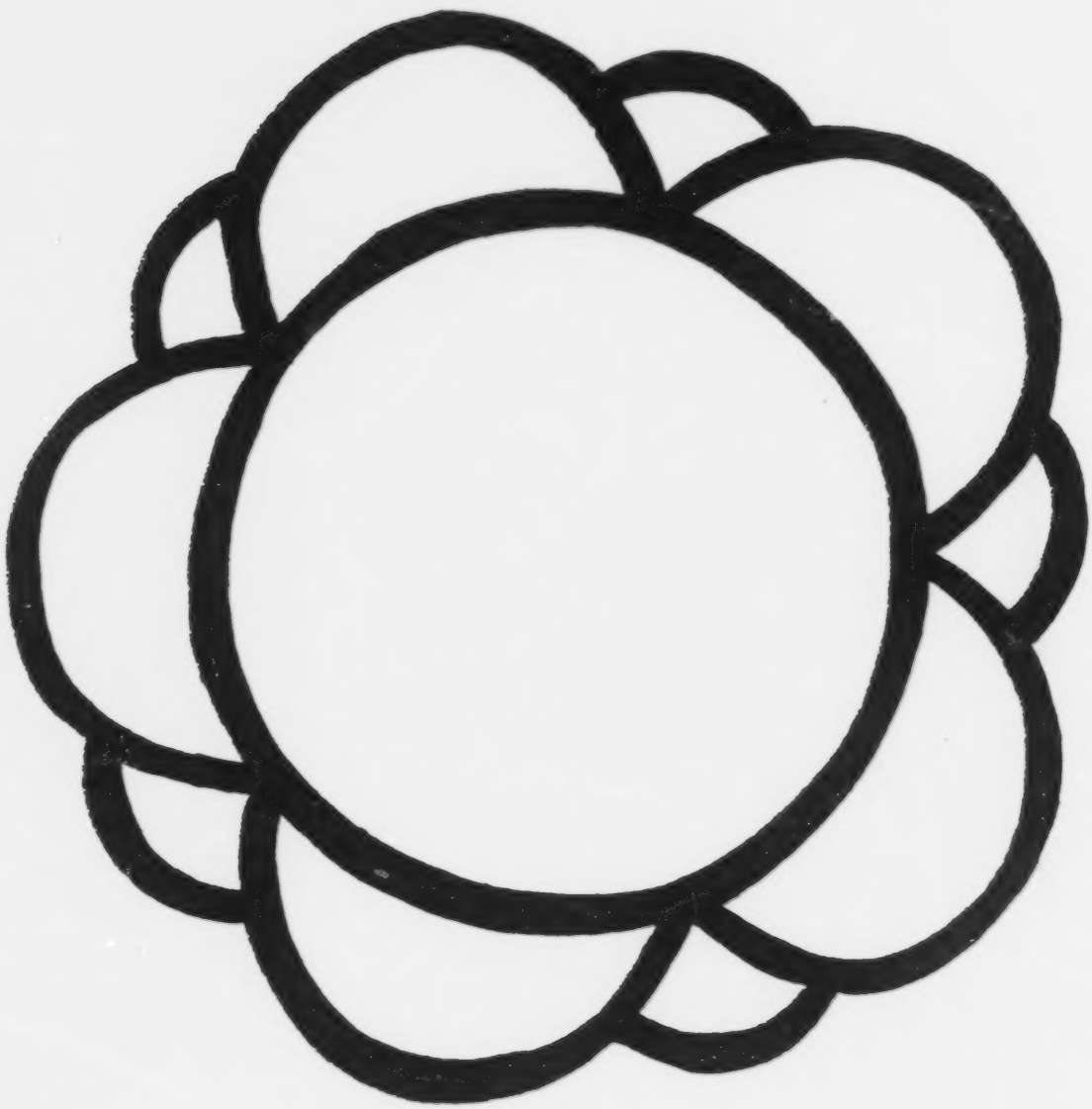
Directions:
Reproduce the stained glass design for each child. Cut out the white areas of the design. Cut plastic wrap or tissue paper slightly larger than the openings. Tape the plastic wrap or tissue paper to the back of one side of the design alternating the colors. Fold the other half of the design along the fold line and tape in place. Hang the windows so the sun can shine through it.

Stained Glass Window II

Supplies:
White Paper
Crayons
Black Permanent Marker
Salad Oil
Paper Cups - juice or bathroom size
Cotton Balls

Directions:
Use the black marker to draw the design on the paper. Color each black outlined shape with a different crayon. Press hard and color these areas heavily. When finished, use the cotton balls to rub the entire picture with salad oil. After the picture drys, it will be translucent. This would make a good take-home activity since it will take the pictures a day to dry. Remember they will be greasy until they have dried.

Stained Glass Window Design



Fairy Godmother Wand I

Supplies:
Newspaper - 3 sheets
Gold Foil Wrapping Paper
Poster Board
Gold Glitter
Crepe Paper Streamers
Glue
Tape
Paint Brush
Double Stick Tape

Directions:
Lay three sheets of newspaper on top of each other. Beginning at the bottom of the sheets, tightly roll the newspaper until it is all rolled. Tape the edges in place. Cut one piece of gold foil wrapping paper the length of the roll and wide enough to completely cover the roll allowing a 1-inch overlap. Tape the edges in place. Cut 2 stars from the poster board using the pattern below. Thin the glue with a small amount of water. Mix thoroughly and brush on the stars. Sprinkle with glitter. Allow to dry. Shake off excess glitter. Cut the crepe paper streamers into a 12-inch length and cut in half lengthwise. Tape the streamers to one end of the roll. Wrap a piece of double stick tape around the end with the streamers. Press the stars on to each side of the roll. Glue the rest of the stars together. Say the magic words and wave the wand for more exciting adventures in the Kingdom of Read.

Fairy Godmother Wand II

Supplies:
Plastic Drinking Straw
Construction Paper
Scissors

Directions:
Cut one star shape from the construction paper using the pattern shown. Cut a slit in one end of the drinking straw. Slip the star shape into the slit and wave your magic wand.

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Paper Plate Trolls

Supplies:
Paper Plate - the inexpensive ones
Yarn - cut into 6-inch lengths
Moveable Eyes
Crayons or Markers
Hole Punch
Scissors
Glue

Directions:
Determine the top of the paper plate. Punch holes 3/4" from the edge of the paper plate allowing ½" between holes. Begin attaching the troll's hair by folding a piece of yarn in half. Place the folded end on top of the paper plate. Insert the ends through the hole from the back of the paper plate and through the yarn loop. Pull until the knot is at the edge of the plate. Repeat until all of the holes are filled with yarn. Glue the eyes in place. Use the crayons or markers to draw a nose and mouth on your troll. Note: all of the yarn does not need to be the same color. This is a great way to use up scraps from previous craft projects. To give the troll a "bad hair day", run a comb through the ends of the yarn that stick up.

Frog Puppets

Supplies:
Construction Paper - green, red, black, and gold
Cotton Balls - 2
Glue
Scissors

Directions:
From green construction paper, cut one 8-inch circle, two strips measuring 3/4" wide X 6-inches long, and two strips measuring 3/4" wide X 8 ½" long. Cut two ½" circles from black construction paper. Cut one strip measuring ½" wide X 6 ½" long from red construction paper. From gold construction paper, cut one strip 2" wide X 6" long. Fold the circle in half. Cut a 1 ½" slit in the center of the fold. Glue the cotton balls 1/4" from the folded edge and positioned to appear as eyes. Glue the black circles on top of the cotton balls. Round off one end of each green strip. Glue the 6-inch strips to the back of the circle at the fold line overlapping the straight end of the strip 1-inch. Position the ends of the 8 ½" strips at a slight angle with the straight end at the edge of the fold on the back of the circle and glue in place. Round off one end of the red strip. Place the straight end of the red strip in the center of the circle inside the fold. Glue in place. Roll the free ends of the green and red strips loosely around a pencil curling them slightly. Fold the gold strip of construction paper in half. Cut points along one edge to create a crown. Apply a 1-inch line of glue to each side of the straight edge of the crown. With the crown still slightly folded, center the crown above the eyes and along the fold and press into place. Cut a strip of green construction paper measuring 3/4" wide X 2 ½" long. Fold each end up 1/4". Place glue along all edges of the folded portions. Position in the center back 1 1/4" from the folded edge. Press into place. When dry, this will allow you to maneuver the puppet

FROG CLICKERS

Supplies:

Construction Paper - Brown, Green, and White
1 Baby Food Jar Lid
Markers
Scissors
Glue

Directions:

Reproduce 1 set of patterns for each child. Cut out the patterns from construction paper. The green paper is for the frog, the brown for the lily pad, and the white for the lily. Bend the tab and glue the water lily to the lily pad. Glue the lily pad on to the top of the jar. Bend the tab on the bottom of the frog and glue it to the lily pad. Draw eyes on the frog. After the glue dries, press the center of the jar lid to make a clicking frog sound.

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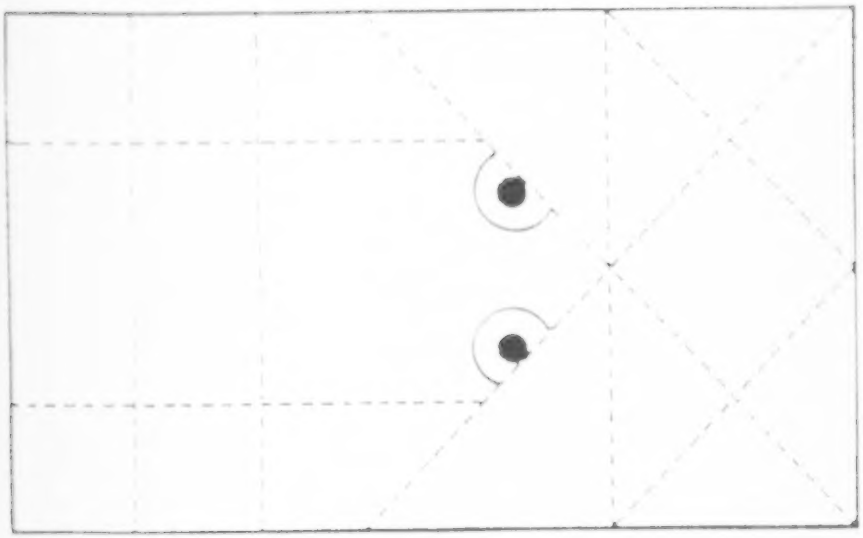
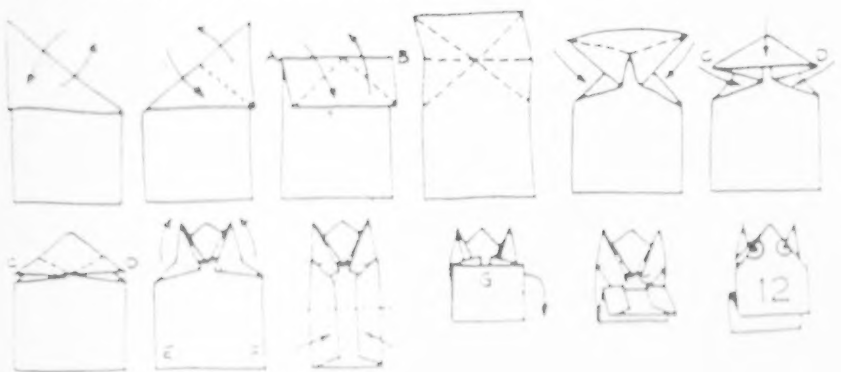


Origami Jumping Frog

Reproduce the pattern on green construction paper or use 3"x5" index cards. Frogs made from index cards are slightly better jumpers. To make frog jump, press down on number and release. Practice jumping to see how far the frog can move in three consecutive jumps.

1. Fold top right corner over to left edge, then open.
2. Fold top left corner over to right edge, then open.
3-4. Fold down top on line AB, then open.
5-6. Push A and B in and down.
7-8. Lift points C and D and fold up. Fold over E and F.
9-10. Fold bottom half up.
11-12. Fold in half down. Turn over and write race number on frog.



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Magic Crystal Gardens

Supplies:
Shallow Glass Dish
Sponge
Old-Fashioned Liquid Laundry Bluing
Ammonia
Water
Glass Measuring Cup
Food Coloring
Salt

Directions:
Cut the sponge into different shapes. Soak the sponge pieces in water and lay them in the shallow glass dish. Stack some of the pieces to create an interesting shape. In the glass measuring cup, mix 4 tablespoons of water, 4 tablespoons of laundry bluing, and 4 tablespoons of ammonia. Mix and pour the mixture evenly over the wet sponge pieces. Randomly put a drop or two of various food colorings on the sponge for more color. Sprinkle 4 tablespoons of salt evenly over the pieces of sponge. In a few hours, the garden will start to grow. The complete process takes several days. After 2 days, mix 2 tablespoons of water and 2 tablespoons of ammonia in a glass measuring cup and pour into the dish. WARNING: Do Not Use Metal Dishes or Utensils!! Note: The length of time and materials required for this project would make it an excellent take-home activity for parent and child.

Magic Bean Seeds

Supplies:
Styrofoam Cup - 1 per child
Potting Soil
Bean Seeds
Water
Newspaper
Spoon

Directions:

Pass out a Stryofoam cup filled with potting soil and a bean seed for each child. Instruct the children to make a hole in the potting soil with their finger. Drop the bean seed into the hole and lightly cover. Sprinkle a small amount of water on each cup. Allow the children to take the cups home with them and report at the next program if their bean stalk is starting to grow.

Jolly Jester

Supplies:
Flat Round Sucker
Construction Paper - White
Felt - Variety of Bright Colors
Pompoms - small size
Marker
Scissors
Glue

Directions:
Cut a circle that will cover the sucker. Glue it over the original wrapping on the sucker. Draw a face on the circle. Cut the hat and collar shapes from bright colored felt. Glue tiny pompoms at each tip of the hat shape. Cut two (2) collars from felt. Glue the collars to the sucker stick.

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Pomander Balls

Supplies:
Piece of Fresh Ripe Fruit - orange, apple, lemon, or lime
Whole Cloves - 2 boxes
Powdered Cinnamon
Ribbon
Toothpicks
Cheesecloth
Plastic Sandwich Bag

Directions:
Wash and thoroughly dry the piece of fruit. Use the toothpick to poke holes in the skin of the fruit, keeping the holes close together. Push the pointed stems of the cloves into the fruit. Leave a strip all the way around the fruit. Pour cinnamon into the plastic sandwich bag. Place the piece of fruit in the bag and gently shake until the fruit is covered with powdered cinnamon. Shake off the excess cinnamon. Tie a ribbon around the fruit. Cut a square of cheesecloth large enough to cover the piece of fruit and pull the cloth up around the fruit. Tie the cheesecloth shut with a piece of string. Hang the bag where it will not be disturbed for several days. The spicy odor becomes stronger as the fruit dries. The pomander becomes lighter and smaller when it is dry.

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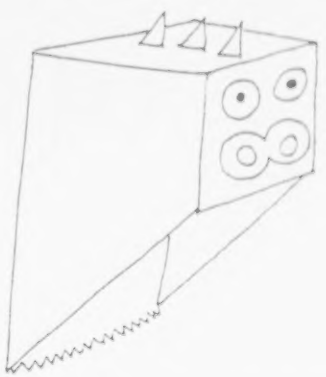
Cup and Ball

Games of chance were very popular during the Middle Ages. At the tournaments and fairs, booths were set up featuring these games. This toy is reminiscent of the type of game that featured skill and chance.

Supplies:
Plastic scoop - recycled from laundry detergent
String
Aluminum Foil
Scissors

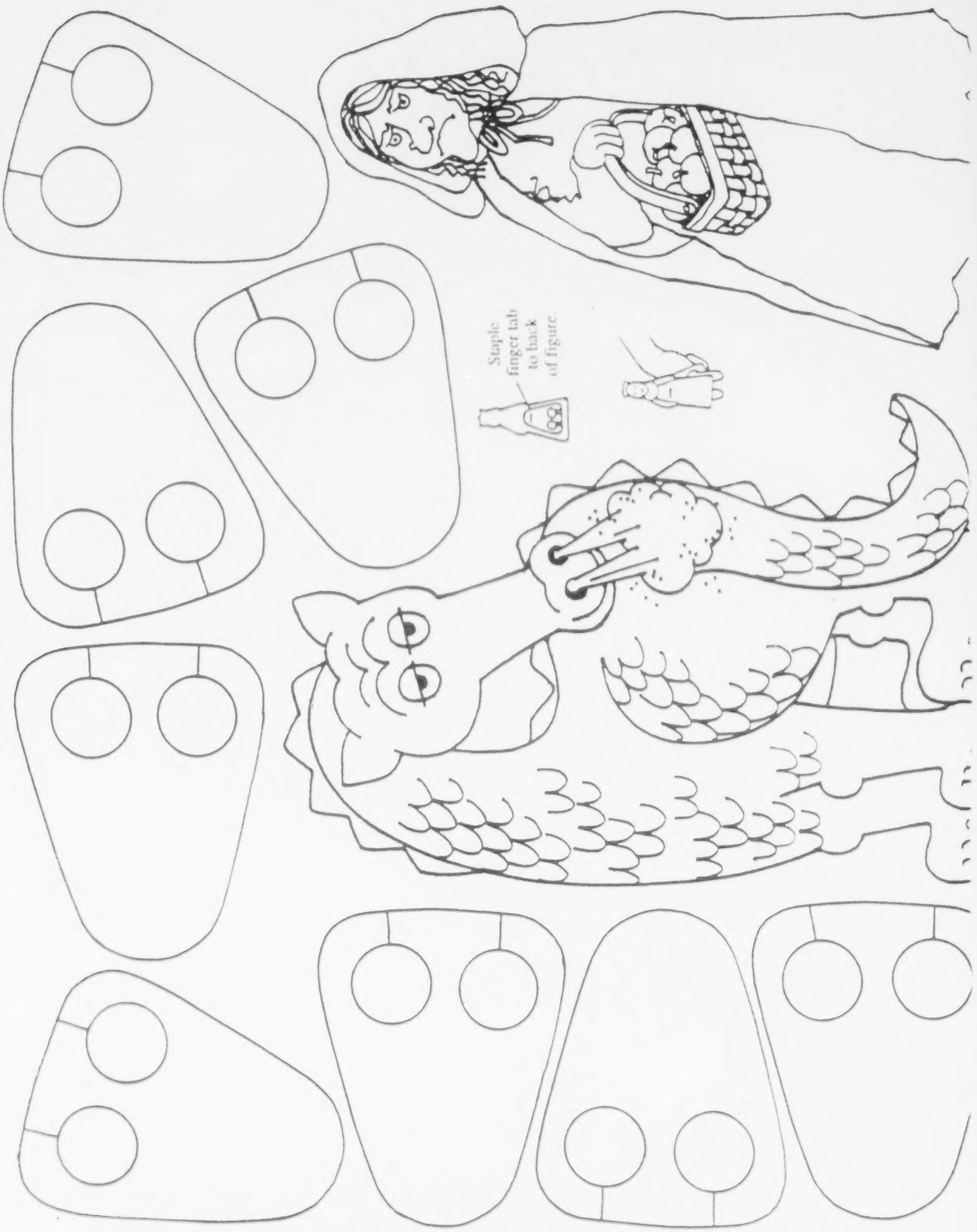
Directions:
Poke a hole through the bottom of the laundry scoop. Cut a 24-inch piece of string. Thread one end of the string through the hole in the scoop and tie in a knot. Tie the free end of the string in a knot. Place the knotted free end of the string in the center of the aluminum foil. Crumple the aluminum foil tightly into a small ball shape, making certain that the string stays in the center of the wad of foil. Now try your luck with this recycled toy. The younger children will have fun trying to get the ball into the cup one time. The older children will try to compete to see how many consecutive times that they can catch the ball with the scoop.

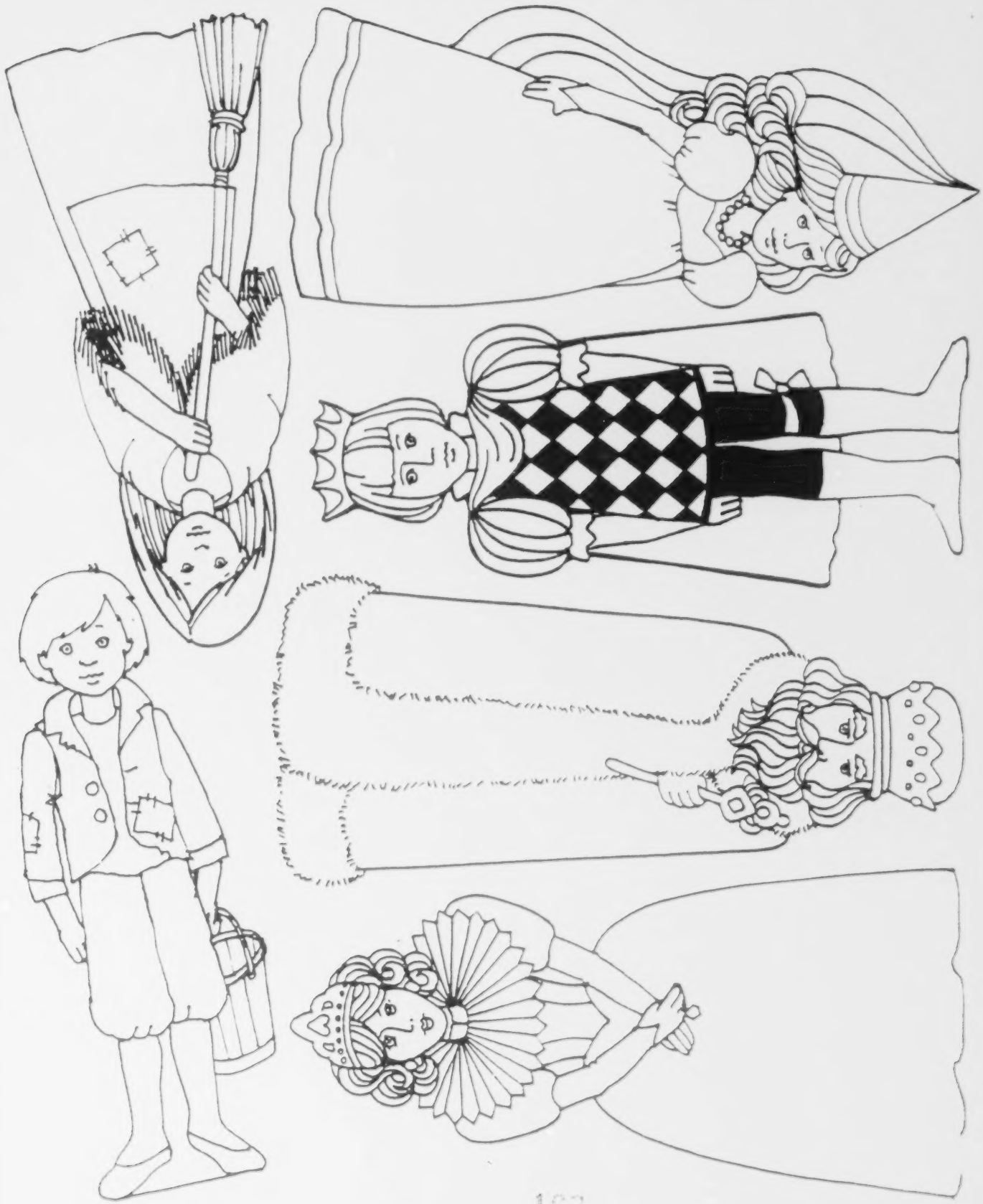
Paper Bag Dragon Masks



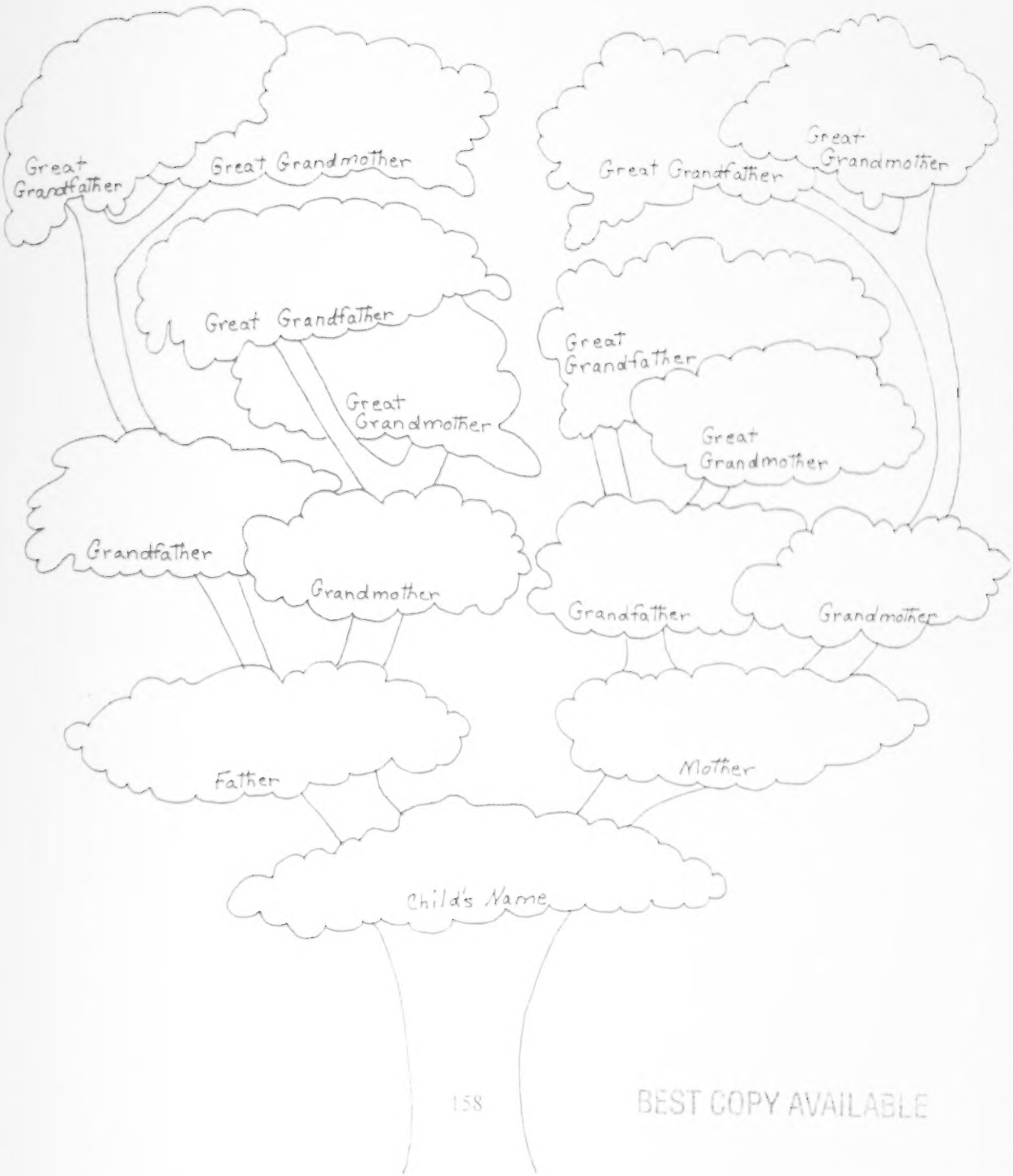
Supplies:
Large Brown Paper Bag
Construction Paper
Crayons or Markers
Scissors
Glue

Directions:
Cut the bag in half on a diagonal. Cut two nostril holes in the front of the bag. (Actually, you will use the holes to see where you are going.) Cut triangles from the construction paper. Fold up 1/4 inch on the long side of the triangles. Glue the triangles on the top and down the back of the bag. Color eyes above the nostril holes. Color the area around the holes creating the dragon's nose. The children may wear their dragon masks as they play some of the dragon games.


Staple finger tab to back of figure.



FAMILY TREE



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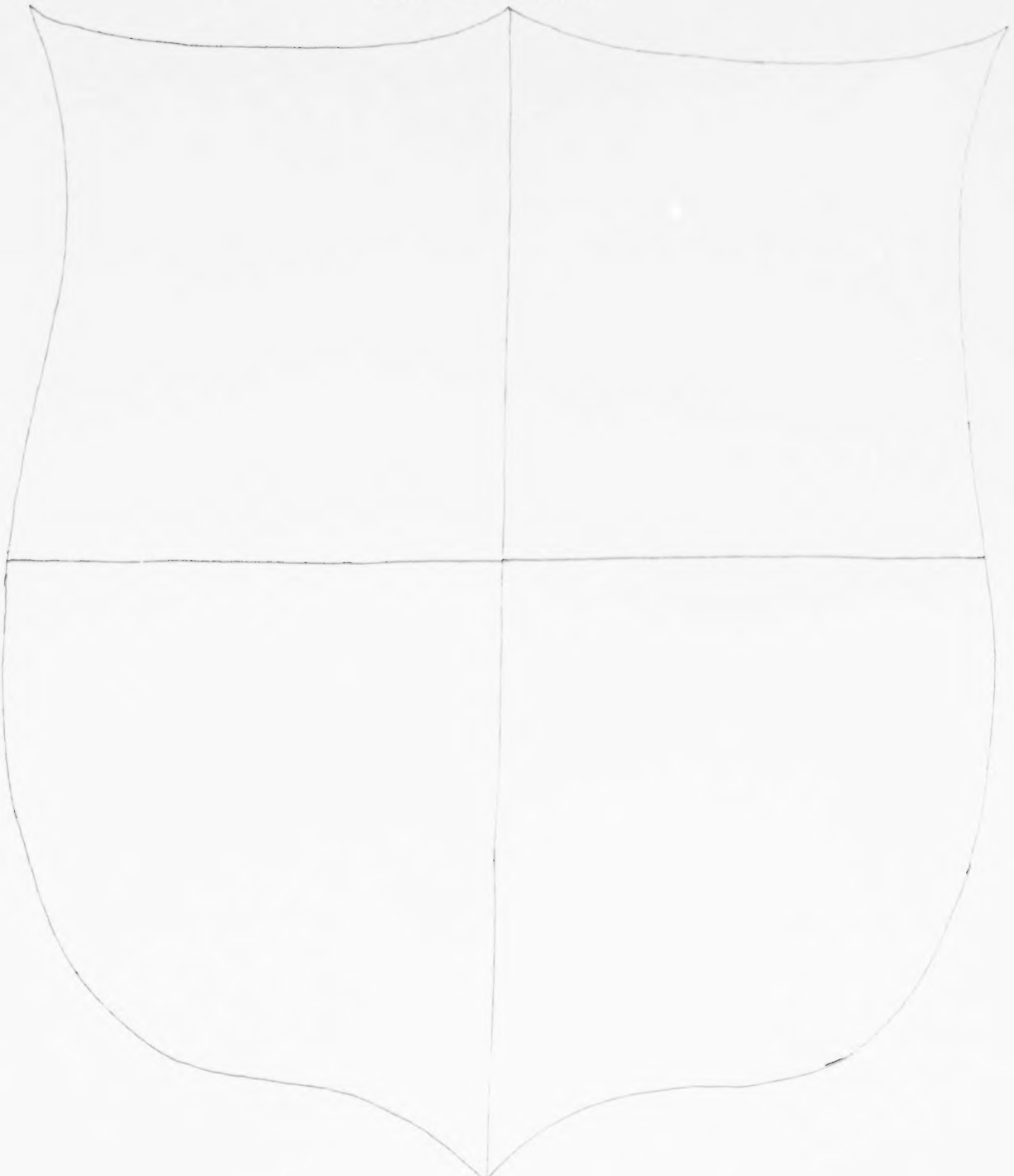
COAT-OF-ARMS



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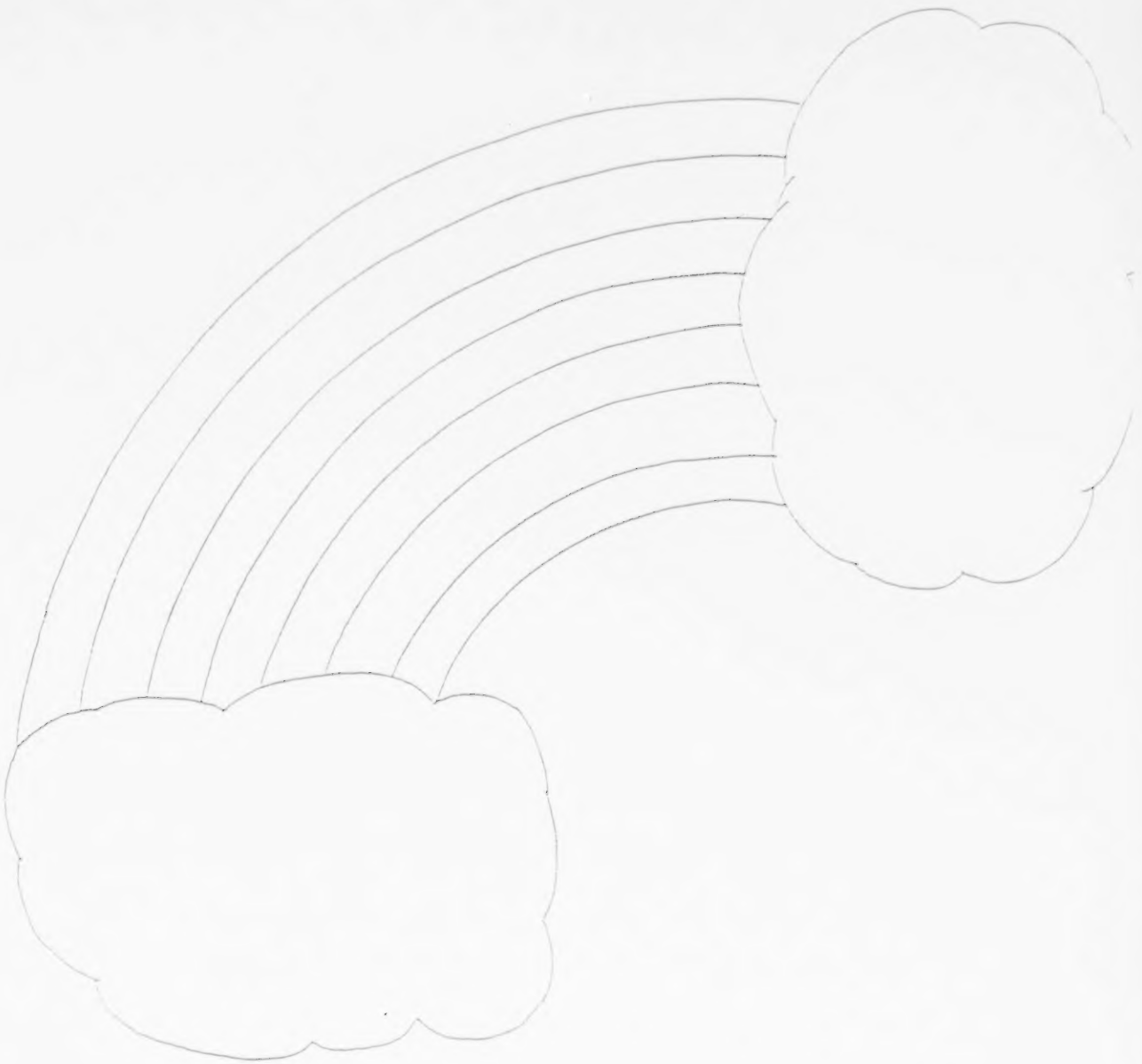

FANTASY REFRESHMENTS

A wide variety of foods may be adapted and served at a Medieval Fair, a Queen of Hearts Tea Party, or a Fairy Tale Picnic. A sampling of ideas are presented here. Some of the recipes are very simple while others require advance preparation.

Green Dragon Punch

Soften one half gallon of lime sherbet. Just before serving, slowly pour a two liter bottle of 7-up or Sprite over the sherbet and mix.

Dragon's Teeth

Mix 2 packages of lime Jell-O according to package directions. Pour the Jell-O mixture in to a 9" X 13" pan and refrigerate until set. Before serving, cut the Jell-O into triangle shapes.

Spiced Cider

3 quarts apple cider
1 c. brown sugar
1 tsp. ground allspice
3 sticks cinnamon
1/4 tsp. salt
1 tsp. whole cloves
½ tsp. ground nutmeg

Mix the cider and brown sugar in a saucepan. Wrap the remaining ingredients in a piece of cheesecloth. Tie with a piece of string and add to the cider mixture. Simmer 10 minutes. Remove spice bag. Serve warm or cold. Serves 12.

Cheese Shields

Trim the bottom edges off of slices of cheese to create a shield shape. Decorate the shields with strips of pimento and olive slices.

Shield Cake

Make or buy a 9" X 13" sheet cake. Cut off triangle shapes at the bottom corners. Frost with a variety of colored frostings to create the design.

White Rabbit Sandwiches

Use a rabbit shaped cookie cutter to cut out two (2) shapes from white bread. Spread with your favorite filling on one piece of bread. Place the second rabbit shape on top. Thin carrot curls may be looped over the rabbit's paws.

Cinderella's Pumpkin

Mix an orange cake mix according to directions on the package. Pour the mixture into a greased tube pan and bake. After the cake has cooled, use a serrated knife to round off the edges of the cake. Frost the cake with Fluffy White Frosting. Reserve 1/4 c. of the frosting and tint the rest of the frosting orange. Tint the reserved frosting green. Spread the orange frosting on the sides and top of the cake. Create the grooves in the pumpkin by drawing a kitchen knife from the bottom to the top of the cake. Insert a peeled banana into the center of the cake and spread with green frosting.

Poor Knights of Windsor

This was the original name for strips of French Toast. Prepare strips of french toast and serve with honey or maple syrup.

Sword in the Stone Treats

Insert small plastic cocktail swords into large marshmallows.

Queen of Hearts Tarts

Purchase prepared miniature phyllo tarts. Fill with strawberry or cherry pie filling. Top with a small amount of whipped topping and serve.

Humpty Dumpty Eggs

Thoroughly wash and dry a brick. Place lettuce leaves on a serving trap. Set the brick in the center of the tray. Surround the brick with deviled eggs.

Fairy Ring Bread

3 packages biscuits	2 tsp. cinnamon
1 c. sugar	½ c. margarine, melted

Open the biscuits and cut each biscuit into four pieces. Combine the sugar and cinnamon to create the "fairy dust." Dip each piece of biscuit into the margarine and roll in the "fairy dust" mixture. Layer the pieces in a greased tube pan. Bake at 350 for 30 minutes or until tests done. When done, invert the pan on to a serving platter.

Green Dragon Cake

Prepare a cake mix according to the package directions. Bake in a 9" X 13" pan. Remove the cake from the pan. Using a serrated knife, cut out a dragon shape. Frost with green tinted frosting. Cut Hershey's Milk Chocolate bars into triangles. Press the triangles into the dragon's back for scales. Cut strips of red string licorice for the dragon's fiery breath.

Bo Peep's Sheep

To create these lost sheep, prepare cupcakes according to package directions. Frost with white frosting and sprinkle with shredded coconut. Cut a large marshmallow in half and place cut side down on the top of the cupcake. Press two chocolate chips into the frosting just above the marshmallow for the eyes. Fill a pastry bag equipped with a writing tip with chocolate frosting. Pipe on a mouth and nose. Cut ears from construction paper and poke into the top edge of the cupcake.

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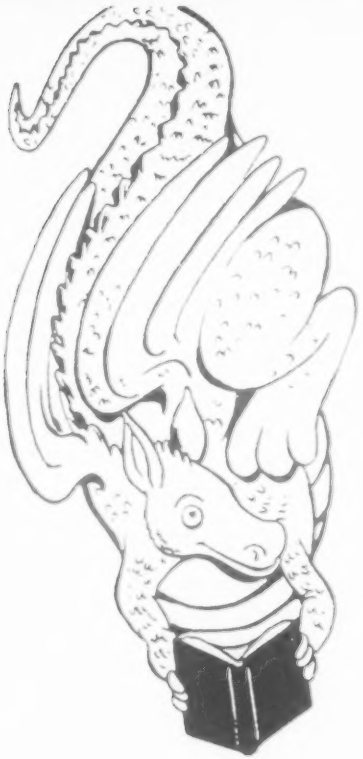

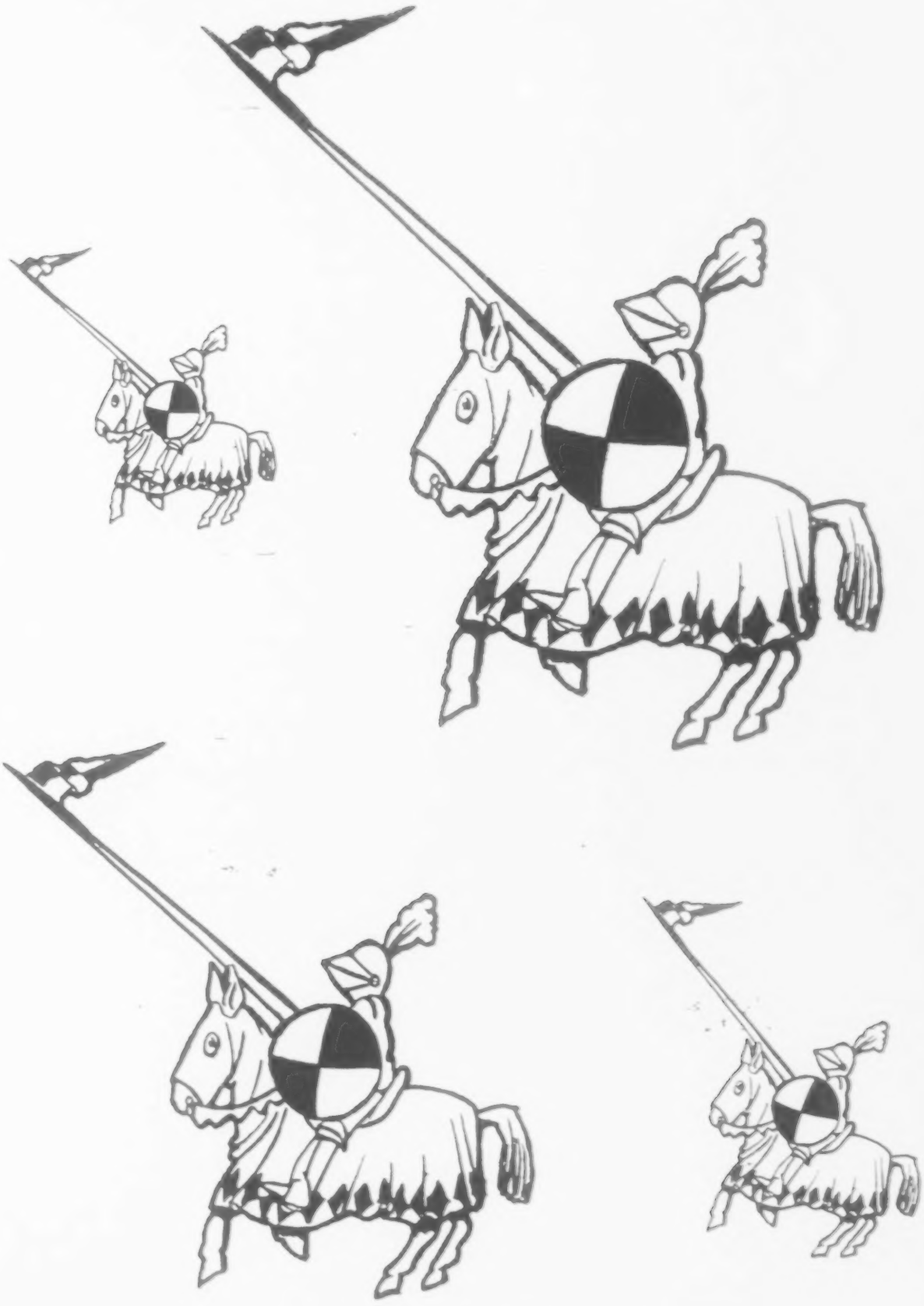

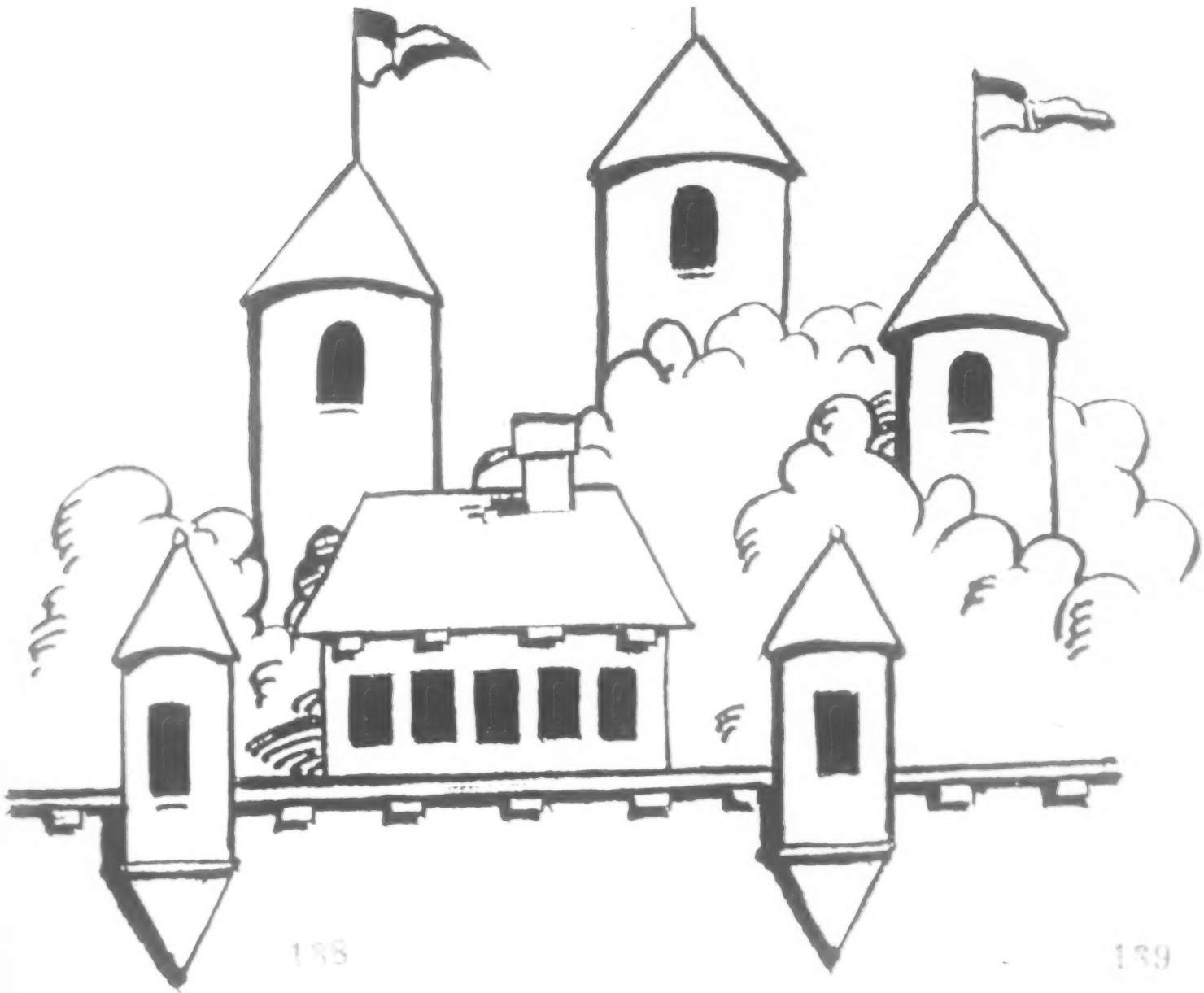

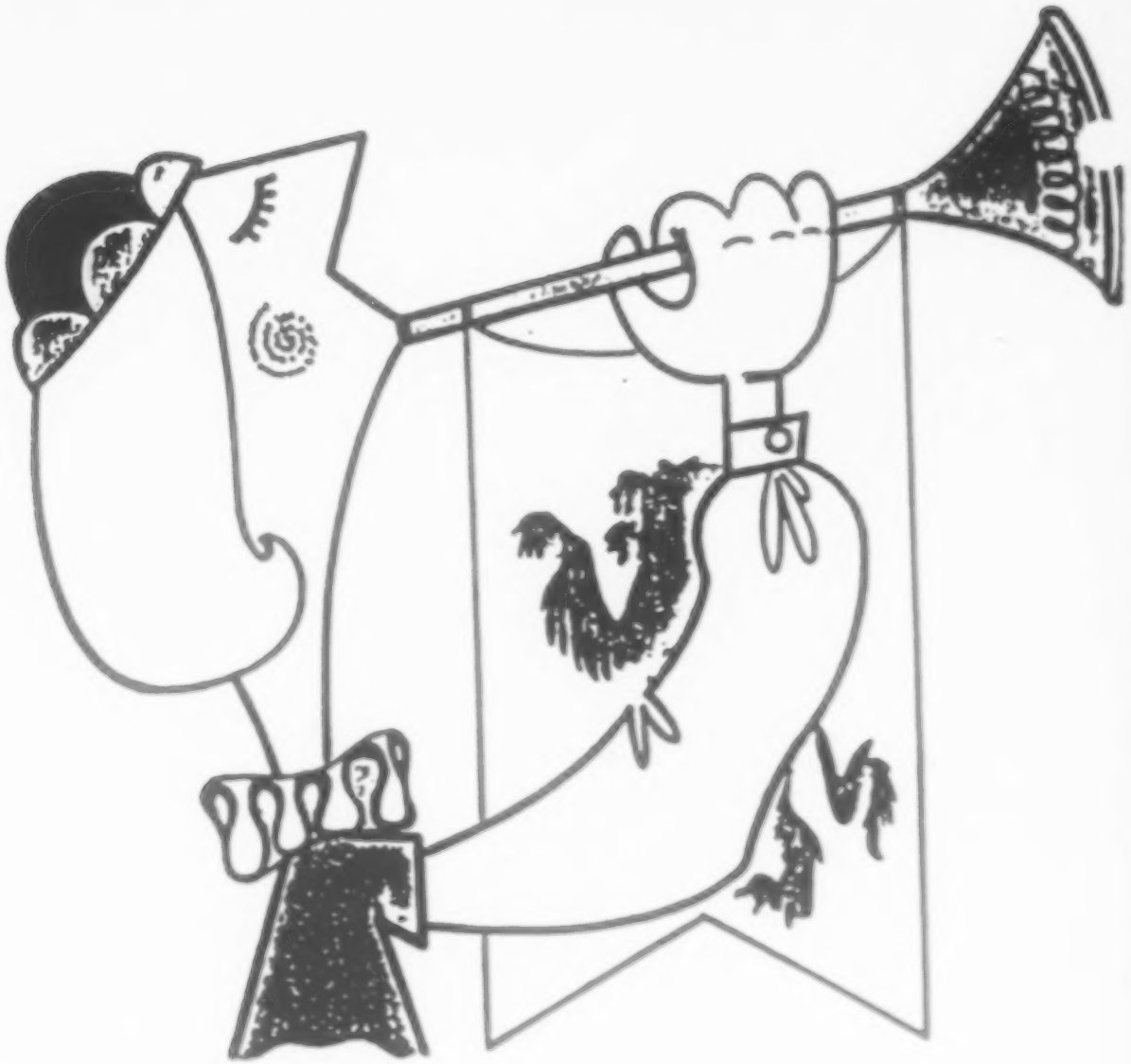

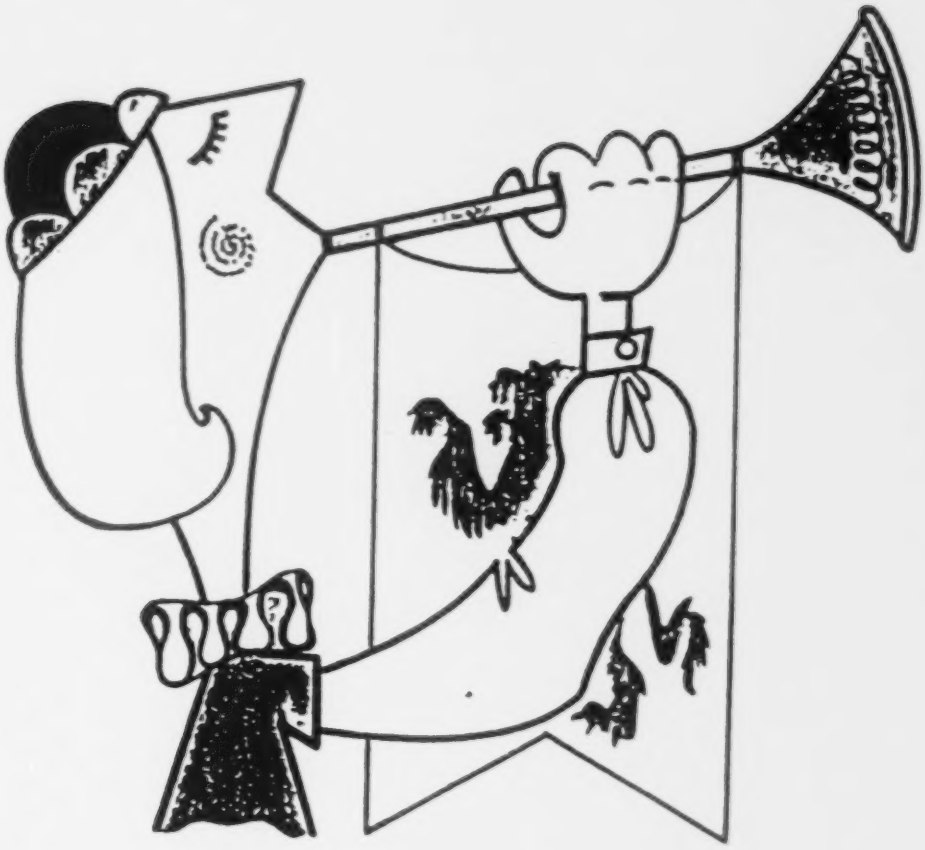

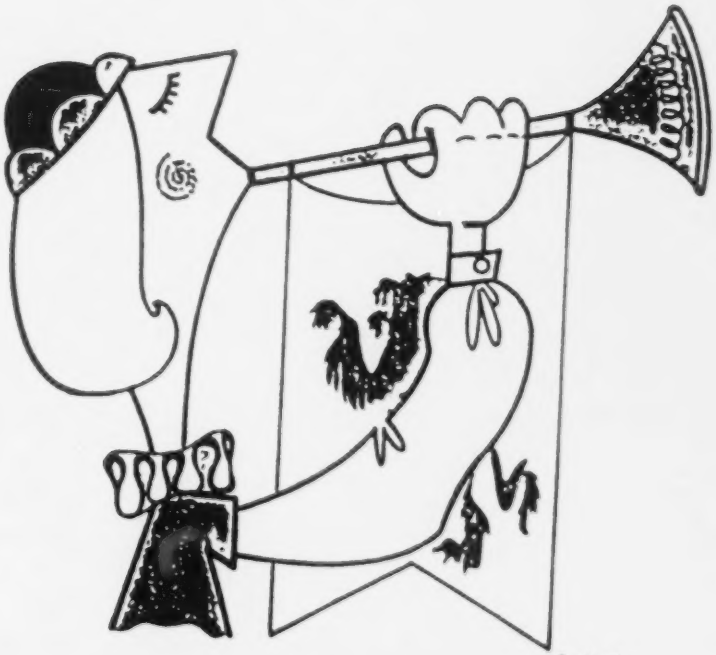

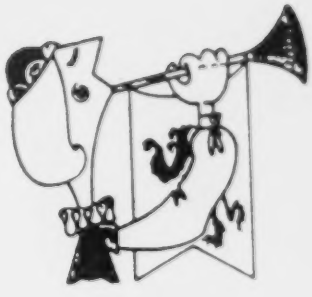

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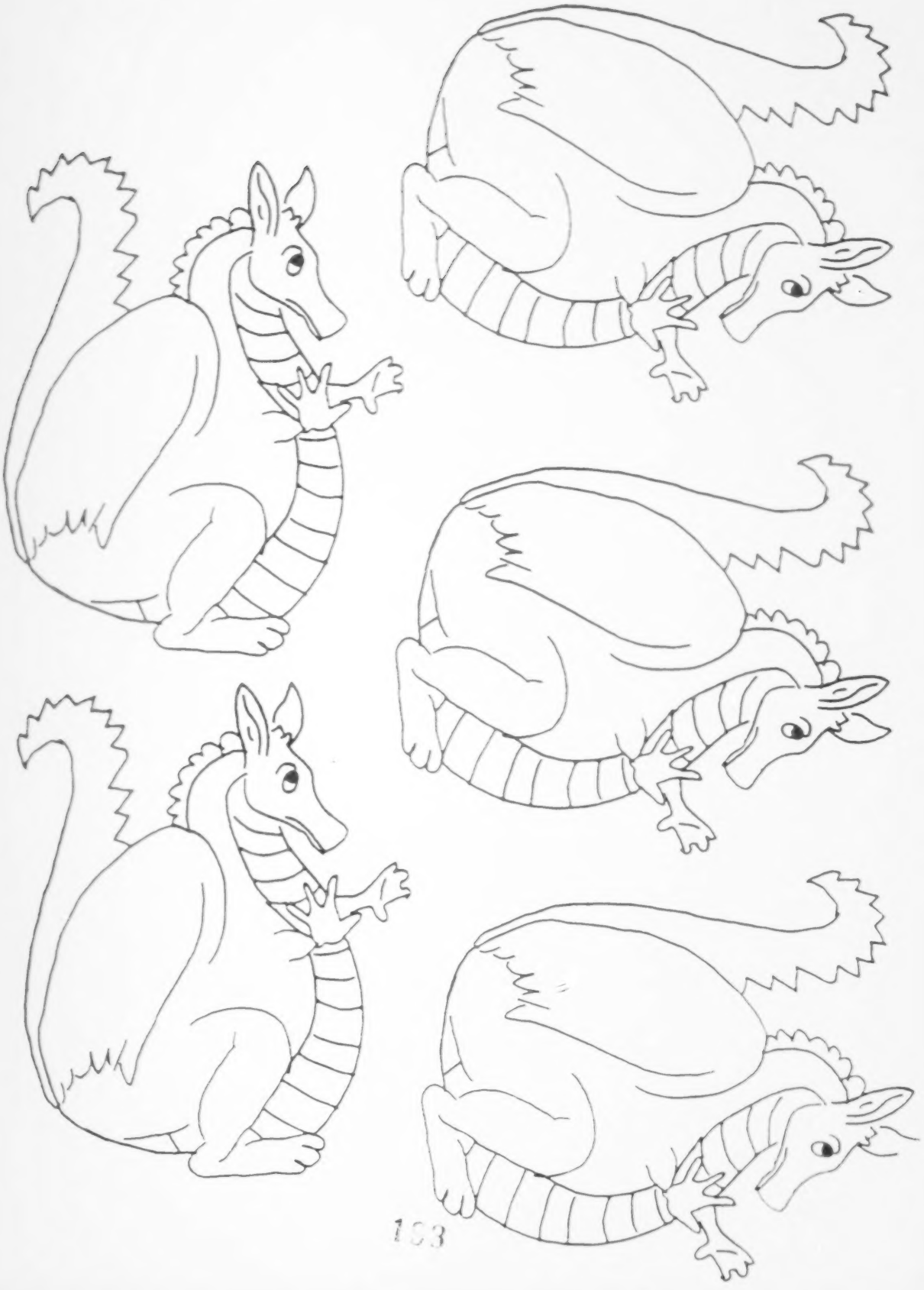

1997
Summer Library Program Evaluation
"Fantasy Quest"

Please complete this Evaluation Questionnaire and return it no later than **September 1, 1997 to Kaileen R. Thieling at the Mississippi Library Commission, 1221 Ellis Avenue, P. O. Box 10700, Jackson, MS 39289-0700 or Fax: 601-354-4181.**

Public Library Systems are to combine statistics and comments for all branch libraries and service units on this form.

Name of Library System:_____

Name and title of the person in charge of the Summer Library Program:

_____
Name

_____
Title

Number of branch libraries or service units participating in the Summer Library Program:_____

1. Program length:_____(Number of weeks)

2. Did your library system divide the children into age categories? Yes___ No___

3. If your library system did divide by age, what were the age breakdowns: (Please list the age breakdowns used ie. preschool, school age, young adult, other.)

4. Number of Registrants and Certificates Issued:

	Registrants	Certificates Issued
Toddler/Preschool:	_____	_____
Preschool to Kindergarten:	_____	_____
Kindergarten to Third Grade:	_____	_____
Kindergarten to Sixth Grade:	_____	_____
Third Grade to Sixth Grade:	_____	_____
Fourth Grade to Sixth Grade:	_____	_____
Fourth Grade to Eighth Grade:	_____	_____
Young Adult:	_____	_____
Other:	_____	_____
TOTALS:	_____	_____

5. Circulation (Total number of juvenile items circulated during the Summer Library Program or total juvenile circulation during June and July.)

Books _____

AV _____

TOTAL: _____

6. Programs:

During the summer, did your library system sponsor or conduct:
A. Story hours: Yes___ No___
B. Read - To - Me Programs: Yes___ No___
C. Elementary School Programs: Yes___ No___
D. Young Adult Programs: Yes___ No___

Number of Programs Conducted: _____

Total Number of Children Attending Programs: _____

Were any of these programs held at sites other than the library? Yes____ No___
Identify the site (s):_____
_____
_____

Were any of these programs held at night or on Saturdays? Yes___ No___
Briefly describe the programs and the community response: _____
_____
_____

Describe your library system or branch library's most successful summer program: (Use the back of page 3 for additional comments.)
_____
_____

7. Publicity:

Did your library system or branch libraries visit the schools in your area to publicize the summer library program? Yes___ No___
Please estimate the number of children that your librarians met: _____

Were there sufficient publicity materials for you to use with the theme? Yes___ No___
Comments:_____

7. Materials and Theme:

Please evaluate the materials provided by the Mississippi Library Commission: (Please circle):

	Poor				Excellent
Manual and Activities:	1	2	3	4	5
Posters	1	2	3	4	5
Bookmarks:	1	2	3	4	5
Certificates:	1	2	3	4	5
Reading Logs:	1	2	3	4	5

Comments about the materials:_____
_____
_____
_____
_____

Comments about the theme:_____
_____
_____
_____
_____

Suggestions for improving the materials:_____
_____
_____
_____
_____

Additional Comments:_____
_____
_____
_____
_____

Please enclose with this evaluation form, any pictures, newspaper articles, booklists, programs, samples of activities, games, incentives or other items pertaining to summer reading that you wish to share with the Mississippi Library Commission.